

# ACE

■ ST ■ AMIGA ■ G64 ■  
CPC ■ SPECTRUM ■ PC  
■ NINTENDO ■ SEGA ■

**THE  
ULTIMATE  
GAMES  
MAGAZINE**

## ADVANCED COMPUTER ENTERTAINMENT

**EXCLUSIVE**

### TOTAL RECALL

Arnie goes to Mars...  
Cave brings the funk



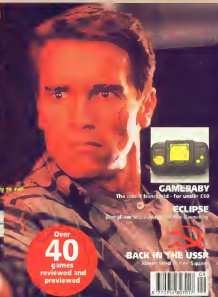
### DAYS OF TRUNDER

Get on the track and ready to race



### WIN

A free trip to Mars...  
and the party's in a kitchen



### GAMERBABY

The ultimate handheld - for under £50

### ECLIPSE

Over 600 titles to choose from for the ultimate



### BACK IN THE USSR

Alleged to be the best

Over  
**40**  
games  
reviewed and  
previewed





# Latest Releases... *Discover*

TENNIS CUP



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Walt Disney Home Video  
Burbank  
California 91521  
Tel: 800 885 2000

MIGHT AND MAGIC II



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Walt Disney Home Video



*In every corner, in every street, a quiet revolution draws the generations of a new age into a spellbinding challenge against that icon of modern living — the computer.*

*If only the driving forces behind this revolution in entertainment could recognize with the same fervent enthusiasm the needs and desires of their devoted public.*

*Therefore, amongst those pioneers of computer games software stands one company, alone, a shining colossus in the art of computer entertainment. There is no other company that has displayed such enthusiasm, no other company that can demonstrate an unswerving track record and no other company that has received so many accolades in technical innovation, sophistication and breadth of product interest. From arcade action, through graphic adventure to strategic simulation there is only one company that has taken of the best to ensure the user enjoys nothing but the best.*

*In a world in which so much is forgotten, technical obsolescence and obsolescence, there is one company that has been proud to set the standards by which others must be judged — that standard is gold. **EMUL**. It's what your computer has been waiting to discover.*

# Gold in Your City







Photo of "Gamerboy" from the magazine sent to a local store and the store staff was not aware of the article on page 11



**WHAT AN ISSUE!** When we party, we really party - three years old today and we've got the game AND the numbers. Where else can you get a gadget at West, not from Microsoft and the Xbox developers? Or a glimpse of a Gameboy look-alike for under £50? Or Days of Thunder? Or even the latest, greatest version of them all - Total Recall? Nope, we can't recall when a strap of celluloid got software houses so excited. While Arise was tearing them apart on Mars, the men in suits were tearing each other apart in Hollywood for a piece of the action - and Ocean came out on top. Let's hope the game packs as big a punch. Quite a month for a third birthday, eh? Don't be, sleep deep, and come up with solid gold.

**CHANGE THE WORLD**  
We want to know what you - and we'll hand over £25 worth of software if you do. See page 16.

Some blocks of distribution before the start of the issue of the magazine. See page 16

# ACE

SEPTEMBER 1994

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THE FINAL

# BATTLE™



IN THE BEGINNING  
THERE WAS A SWORD,  
THEN CAME THE  
ADVENTURE.



A wizard trapped as a teardrop. A magical sword. A race of mutant hornbeasts.

Their attempts to destroy the kingdom were thwarted by a band of fearless adventurers. In the chronicles of Anar that chapter became known as the Legend of the Sword.

Then the teardrop shattered and the sword unleashed a plague of death and destruction upon the land. The world of Anar has one remaining hope: whoever recovers the six power crystals created when the sword was forged, may banish the wizard to the deepest pit of hell...



Final Battle, the sequel to the much-acclaimed Legend of the Sword, features a much larger vocabulary, an expanded inventory, and superior graphics.

Its highly sophisticated action system allows for weather changes and gives a 3D view of every location—a system at the forefront of contemporary adventuring.

When the teardrop explodes, only the brave can save the land.



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### LIFE AND DEATH IN THE BRAIN

by Software Toolworks/Mindscape. Sick, fascinating and utterly brilliant successor to the world's first surgery-sim. Neurosurgery can be fun! "Your scalpel skills will determine whether your patient makes it to recovery... or the morgue!"



Rik Haynes returns from the living dead to preview forthcoming games...



**TEAM YANKEE** From Empire, programmed by Oxford Digital Enterprise. GDI is run by a nuclear physicist affectionately known as 'The Doc'. Team Yankee is another Ariga, ST and PC (M) Tank simulation, only this one is aimed at slightly sophisticated action artists. Team Yankee - The Arcade Game - but in about six

# Send more Paramedics

**OPERATION HARRIER** From CD Global, programmed by Creative Materials. It doesn't look too hot from the screen shot, but this new ST and Amiga shoot'em up uses the novel Russian graphics tech major for 3D "surround" action.



### STELLAR 7

by Dynamics. A radical remake of an early 80's classic. A strategy space shoot'em up version of Battlespace with graphics digitized in 256-colours. A PC game distributed in the UK by Artvision.



months from an all major formats - will appeal more to slaves of the shoot-out.

### THE SPY WHO LOVED ME

from Denmark, programmed by The Kremlin - who else could code 007? Bond is back in the computer game version of the 70's movie. Spy Hunt in your Lotus Spirit, Out on Spectrum, C64, Amiga, ST, CPC and PC in September.



### POWERMONSTER

From Electronic Arts programmed by Bullfrog. Powermonster is a simulation of a London coin plots with towers, forests, mountains, valleys, road networks and waterfalls. To be released sometime in September.



### THE SECRET OF MONKEY ISLAND

by Lucasfilm Games. "The game's twisty plot leads our hero on a hilarious, complex, sweat-soaked search for the fabled secret of Monkey Island." A graphics-adventure in a similar style to Zak McKracken and the Alien Alliance and the Lost Crusade. Out during the "fourth quarter" of 1990 on Amiga, SE PC and Macintosh.





Play  
Style

## THE COMPETITION'S OVER AND HERE'S THE WINNER

Andrea Breda scores the winner, World Cup Final, July 1990. MicroStyle introduces the winner, Autumn 1995.



It's the 90 Italy 1990 World Cup Soccer '90. Thanks for the memories. The world's greatest game brought to your small screen for a month. Now it's time to stand out from the crowd and sprint onto the pitch. Where the real action happens.



Tackle hard for the ball, sleep in your own half, and send an inch-perfect pass wide to the winger. As he takes on the full-back, you're sprinting down the middle,伺机 for the return.

The ball swings across, high above the defense, as you stretch your legs to their limit. One bounce and you let fly with your boot as the goal looms before you, sending the ball fizzing towards the top corner.

International Soccer Challenge is viewed from the players' perspective at pitch level, giving you full flowing, three-dimensional action that you control as you wish.

- Play in position as a goal-hungry striker, midfield general or unflappable defender, feeding off the passes of intelligent computer-aided teammates.

- Dictate the whole pattern of play, utilizing teamwork to perfection by controlling all eleven men.

- Take charge of intricate set-piece moves from free-kicks, corners and free-kicks.

- Play in the World Cup Finals or as a member of the top sixteen Club sides from around the globe. International football as it is played for real.

- International Soccer Challenge: It will make Geronimo weep with joy, get Maradona excited, and have Hull's tearing his hair out.

AVAILABLE SOON FOR YOUR COMMODORE AMIGA, ATARI ST AND IBM PC COMPATIBLES FROM ALL GOOD SOFTWARE STORES

**INTERNATIONAL SOCCER CHALLENGE FROM  
MICROSTYLE - IT'S A WHOLE DIFFERENT BALL GAME!**

# Daylight Robbery

This month ACE readers complain bitterly about the price of software. Don't miss next month's Letters page, where the software houses fight back!

**WE'RE LOSING OUT!** You asked for opinions on the current games scene, and, if you'll bear with me, I think you'll agree we're all losing out.

At 23 years old I think it's about time I gave up playing games on my ST! Don't get me wrong, I don't think paper-playing is a childish or pointless exercise, in fact I like a bit of strategy as much as anyone else.

But that's exactly where my problems start...

I recently bought *Warlord*, as I am a keen science-fiction fan. Having spent £25, I at least expected a exciting game that would keep me glued to the screen for about a month. However, after 24 hours play I had finished it, I looked up the instructions to see whether I had missed something, but the end scenario sequence contained my first

hint, I had completed the game before the cheap paying for it had closed!

I could go on about other games I've played where it seems I could go too—usually about £25 a time.

My dissatisfaction with games seems to be backed up by your Predicted Interest Curve. I've read ACE from issue 1, and have noticed that most games lose their appeal after a week or so, barely any printed that over spreads of £25 should hold your interest longer than that? *J. Wilson, South Ayrshire!*

**DROP YOUR PRICES** Your average price each between £20 and £25 with most of the better games costing around £20. Now then, what else could you do with £20 that might be viewed as entertainment?

For a start you could go to the local cinema about seven times (and films generally cost far more) to make than your average game! You could buy 10 maps over 15 videos, or actually buy three! You could buy seven LPs or 15 singles or 3 CDs or 8 paperbacks or 25-30 copies of ACE. You could put down an RPG system or a couple of board games or you could go to see your local Roller team at least five or six times should the mood take you.

**WE'RE WAITING!**

Have those extra 20p stamps still left over from the last issue? Well, now they can be put to use! The result will give us a good laugh (and sometimes a good cry) with their letters this month. Next issue we will be sending those pages of letters and not in doing to hear from you. They'll appear on the ST on 17/10/88, and the next edition (the one to be sent to you) will be the 20th issue of ACE. So if you're still waiting, please send your 20p stamps to the editor of the ACE News Letters.



## RPG KIPPOUS

As those of you who play role-playing games know, the more rules a game has, the more fun it is. However, I think it's time to look at the rules of the game. I think you'll agree that you're all losing out.

I think you could say that you can keep playing a computer game, but once you've read a book or seen a film it's over. However, once you've completed most computer games the same is true.

Currently games software offers very poor value for money. Software houses might say that's because there's a far larger market for them all and so therefore they are cheaper. To the software houses I say drop your price and you too may find a larger market or at least make your games worth the money you expect to be paid for them!

**John-Michael Groggett**

Most men of software houses GIVE their games away for nothing (and it's not much larger because it's not a differentiated market by game price but by the number of hardware users sold). Creating the market is initially a challenge for the hardware manufacturers. Our main ACE supports the new CD technology is that we believe it will grow the market, because the sort of products available on the new format will appeal to even members of the family and be more accessible to non-computerists people. That can only help the rest of us gamers!



History and the way they've been used. I'm not sure how much of this is due to the fact that the CD-ROM format is still relatively new and the software industry is still trying to figure out how to use it. But it's a pity that the CD-ROM format is still so expensive. I'd like to see the price of a CD-ROM drop to around \$10 or \$15. That would make it a much more attractive format for consumers and a much more viable format for software developers.

As for the CD-ROM format itself, I think it's a pity that the CD-ROM format is still so expensive. I'd like to see the price of a CD-ROM drop to around \$10 or \$15. That would make it a much more attractive format for consumers and a much more viable format for software developers. I think the CD-ROM format is still a bit of a niche market. It's not as widely used as other formats like floppy disks or hard drives. But it's still a viable format for software developers. I think the CD-ROM format is still a bit of a niche market. It's not as widely used as other formats like floppy disks or hard drives. But it's still a viable format for software developers.

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## CD RUBBISH

I think the Amiga CD (it's in a lot of rubbish) that costs a lot of money at £100 - the price is way too high. The way your magazine keeps on going on about it, it's shocking. You should spend more time on all the new computer and hardware such as the 16-bit Nintendo TM Toys, Actionoids etc. etc. I hope your magazine backs us in this.

**Stevy Gwynne, Wollaton**

1. The Amiga CD (it's often full) taking Amiga capability, CD-ROM storage, video and mouse control, and new CD controllers (single track) for less than three times would mean it bought separately at current prices. I agree that it's expensive. But you're getting a lot for your money.
2. The TM Toys costs over £100, which makes the CD-TV look positively underpriced. (Don't mind, we have received it even later. Indeed we were the first magazine to do so.)
3. The Actionoids is not new hardware! It's been around for some time. Assume a minority interest, and yes, we do occasionally cover products for it, despite the fact that fewer than 1% of our readers have access to the machine.
4. If you think that powerful games involving true video capability and massive storage is shocking, perhaps you should read *Starline* and *Starline* and not Advanced Computer Entertainment.

## CONSOLE CONFLICT

I find it amusing that when you buy a Sega 8-bit console you can only play the games that Sega are fit to release for that machine. The same for Nintendo. I firmly believe that Sega and Nintendo are secure enough in their consoleware bases to start being a little more benevolent towards the people who put them there in the first place - you and me.

The fact is, a large number of people cannot afford to buy and run more than one console. If Sega and Nintendo were to come off their high horses and stop trying to monopolise the market, everyone would benefit.

**G Schofield, Welles**

Finally, competition between companies is a part of building up the market - something we should all support. However the point you raise is particularly important with regard to established console technology. Both Nintendo and Sega - but particularly Nintendo - appear to a very selective policy towards software development. Not only that, but software developers have to pay very large sums of money to qualify - so quality is not the only order on which they act. At ACE we think it deplorable to be therefore applying a strict criterion.

## WHICH SYSTEM?

I have only read your article concerning the development of CD4. They have intrigued me to such an extent that I am actually contemplating the purchase of such a system. Quite obviously a complete CD4 system is well worth anything someone should just rush out and buy on the spur of the moment.

I am writing to ask you which system has the greatest potential for producing good software similar to the *Witch*, *John Doe* or the *Quantum Break* of *Accord* which you have already mentioned in previous issues. At the moment my primary choice seems to be the Amiga 500 compared to the new CDTV which you presented in your last issue. Will the game on the graphics and sound capabilities of the PC CD1? I also want to be able to run the conventional and word processing packages available on the Amiga as well as games like *John Doe* from the *Quantum Break*.

**Oliver Hoyle, Marlow**

Your question shows some reasonable standing about CD4. CD4 is a hardware standard which any manufacturer can follow to produce a unit capable of playing CD4 software. The first machines (probably from Philips and Sony) are due in September 1991. The system offers video, CD-quality sound, and computer animation. However the graphics processing power is not as good as the Amiga's. The latter is built into the CD-TV, also the *Quantum Break*, which will (in theory) run all Amiga software. How would *Accord* have to sit a keyboard since the CD-TV only comes with a remote control panel as standard.

## COMPILED CODE

I purchased *Op Wolf* for £19.95 a few weeks after its release and the issue that it was a package offering *Op Wolf*, *Cabal*, and *Quantum Break* on a combination for £39.95. I don't mind paying full price for a game that I know will not be on a compilation in 2 months time but with the present system it's full price today and compilation tomorrow. Why can't the software houses find a code of practice so that once it's decided that a title goes on to a compilation, it's released in price, say, three months earlier as a single game?

**BO Lewis, Reading**

**P.S.**

A special collection of letters from this month's issue.

**The New CD-TV**  
Extraordinary Commercial  
level resolution hardware.

The CD-TV will probably destroy the prospects of any CD1 machines actually selling. Amiga owners should be getting on...  
- E. Card, Leamington

**Amiga**

The only video in CD that I can see is full screen video. And that's it. I suggest that...  
- Back, everyone will spend their time making movies, not playing games.  
- Newcastle, Liverpool

**Amiga**

Quantum Break will enable software to be run when we all buy MegaMegas?  
Answer: Will anyone ever need to buy MegaMegas? I'd like to see the TM Toys. I'd like to see a really good game, with an ACE price for the price!

- Retention Club

Answer: The Ret are right about the price - when it comes to games and prices when you go up from your own copy.

# A-Z of ACE

ACE is three years old this issue, so let's replay the best moments from the first 36 issues of the ultimate games magazine.

ONE



ACE EDITOR-IN-CHIEF Steven Wright looks at the highlights of 'Star Wars: The Force Unleashed'.

"I'd like to thank our readers for being part of ACE we promise the list will keep getting better!"

Bruce Williams, publisher of ACE



ACE EDITOR-IN-CHIEF Steven Wright looks at the highlights of 'Star Wars: The Force Unleashed'.

• **ACE COMPETITIONS** so far this year ACE readers have experienced the million chances to win a 32000 Fujitsu PC Tablet (G4000) computer or 5000 NEO-4500 console with games cards - a ticket for two to Hollywood and the set of 'Back to the Future II' and a trip to Texas and the party of a lifetime. And there are even bigger and better prizes on the horizon.

• **ACE CONFERENCES** give you the only opportunity to meet software legends and talk to them about their pasts. Lunches supplied and admission is free to subscribers who also receive priority allocations. ACE readers have already visited Denmark, Michigan and Massachusetts.

• **AMAZ! (AVIDEODS STYKILÖDÖD, ANIMATEDS THANKS)** is a combat flight simulator for the 605 Air Force by Perceptronics Labs. Features software by Spectrum Robotics/Intersect. Features include networking for multi-player action, online feedback and in-game weapon simulation (ACE 14)

• **BITMAN GENERAL JUSTICE** is the world's first video for digital art by Peter Mermel. "Digital is the art medium of the future" (ACE 30)

• **BATTLEPUCH** "the world's first complete computer simulation for play" featuring multi-player (supports up to 16) with 40000 16 million colour graphics processors, stereo eye ball sound and shaker controls as you command 2700 units to Medo. (ACE 28)

• **BIT BOPPER** "the world's first Intel multi-visual interactive system by Autodesk. Also Bob's cyberpunkish art tripod cooks from 3D bit disks, Sony electronic optical disc and 16-bit/24-bit video sampling. (ACE 18)

• **BURBLE BUBBLES** the ACE-rated cube coin-up computer game (ACE 11)

• **CRABBY COMMAND** 3D ACE-rated strategy arcade game by Realtime Games/Amberd. The 'foundational' site currently developing Amiga, ST and PC versions of Steve Command (Crab) and Starfar (Microsoft) plus tests (Specialist/Hotbyte) at the Sega/Megadrive (ACE 9)

• **CDI (Compact Disc Interactive)** is destined to become the entertainment and education medium of the 90s. (ACE 11/12/13/14/15/16)



ACE EDITOR-IN-CHIEF Steven Wright looks at the highlights of 'Star Wars: The Force Unleashed'.

• **CDTY** Commodore's attempt to bring multi-media to the mainstream. An Amiga with built-in CD-ROM drive retrofitted to look like a VCR. Future issues of ACE will feature real-time previews of forthcoming CDTY titles (ACE 16)

• **CES** show is the greatest games exhibition on earth. Held at Earl's Court in London from 12-14 September 1990. Next month ACE will contain extensive CES star track.

• **COGNIC GEMO** one of the best hypergames available courtesy of Lynn Software/Whisper. The new CD-ROM is exclusively featured in this issue (see page 50-61) (ACE 21-22)

• **DAMOCLES** 605 ACE-rated world space war by Paul Roberts/Rougar (ACE 27)

• **DRILLER** 605 ACE-rated strategy arcade game by Incentive using an impressive solid 3D graphics system called Fractalizer (ACE 10)

• **GLUE** the world's first hypergame created by CR. (ACE 30)

• **GUINION MASTER** 640 ACE-rated fantasy role-playing game by P3/Mercurio (ACE 25)

• **IMPACT** ACE is part of the same company that brings you Smash-Hits, D-Emper and all the leading games magazines.

• **P-18 STRIKE (EAGLE GOES UP)** by Monogram. State of the art 3D graphics technology generates 3D frames and 60000 polygons a second in a 16-bit/24-bit video deck (ACE 14/15)

• **FLARE TECHNOLOGIES** trial of talented Cambridge-based game hardware engineers. Their custom-designed Flare One made famous the basis of the Atari console (ACE 11)



• **FAST-LI PERFORMANCE** • 33MHz 386 million-color computer is able to run **COMBAT** (over 400,000 objects) 33 fps (without any post-ACC27)

• **GAMES** ACC is the only magazine in the world to cover the latest computer console and CD games in dedicated sections—every month

• **HYPERGAMES** like Cosmic Demos and Netstar Dancer games are paving the way for CD4 entertainment (ACC-10)

• **INNOV FLIGHT SIMULATOR** the world's first multi-player Tetrauser game running at 33 frames per second in 11 languages (ACC)

• **INTEGRATED FLIGHT AND ENTERTAINMENT SERVICES SYSTEM** Perisys's answer to having plane and land video games displayed on the seat of fact of jet (ACC7)

• **INTERACTIVE VIDEO TAPE** an alternative to CD4 (ACC24)

• **INTERFACE** a special quarterly newsletter available free of charge to ACC subscribers

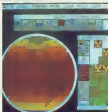
• **SOFTWARE** fortunately ACC rated each magazine enough to write a typical reader in this year

• **SOCK SWP** • SOX ACC rated the world's best footballer courtesy of Dem Int and Acco. Netstar elsewhere in this issue (ACC24)

• **SOXN CONSOLE** a powerful little console with revolutionary built-in joystick controller which could change into a strategy wheel controller for use or collapse your Ultimate field due to a lack of marketing money. Rumors suggest a new layout is intended (ACC15/25)



THE RESULT OF ONE MONTH'S OF THE BEST AND MOST ORIGINAL THINKING IN THE ACC AND INTERVIEW BY SPT



THE RESULT OF THE LAST BY THE ACC AND INTERVIEW BY SPT

**ADVERTISING OPPORTUNITIES**

Here are the people who bring you the games and technology of tomorrow - today

**News Center** offers a complete range of services in the computer games industry with an easy to use database as well as advertising media. With their fast delivery service from the best computer sources to the user, they cover the country and the best hardware for your business. They also offer a complete range of computer hardware and software for your business. They also offer a complete range of computer hardware and software for your business. They also offer a complete range of computer hardware and software for your business.

**Mr. Rogers**, deputy editor is rapidly becoming to be regarded as one of the UK's leading computer game journalists. His company works in touch with the latest games and technology developments across the world, and is a regular contributor to CD Computer News Weekly and Logos in Japan. He is also well known for his wide knowledge and depth of information. He has a passion for every magazine and everything that has beyond the computer.

**Mr. Williams**, design editor uses his expert skills in design and desktop publishing systems to create the beautiful state of the art style of ACC. During his departmental time at Reading University, his time is spent on the line and a host of professional services.

**David Stephens**, staff writer is a new addition to the team. David brings an expert knowledge of programming and programming progress for the computer - plus an in-depth knowledge of the hardware technology.

**Alan Rowland** staff writer the latest ACC to join the magazine. Alan is a trendy but level-headed computer systems, digital and classical guitarist - especially for a man that likes to report his experiences for games into the magazine.

• **LOOKSPED SPIRITS** three researchers from Carnegie Mellon University CMU have developed an algorithm enabling them to generate graphical simulations of objects with modeling at 95% of the speed of 400 (ACC24)

• **LIVING ROOM OF THE FUTURE** is the exhibit sponsored by ACC at the South Coast CD Show in 1990 (September 1990) See CD4 for yourself! See the future plus much more. For full details send your month's issue of ACC

• **MIRIA LAR** Revolutionary realistic strategy with one world level award the Future People at the Massachusetts Institute of Technology (MIT) facility are working on computer generated holograms interactive computer newspapers and virtual reality machines over files (ACC2)

• **MS-DOS** a new home and arcade-based game console from IBM in Japan with storage capacity for 10MB games cartridges and IC card capability. ACC gives you an exclusive chance to see one in just 24 (ACC2/20)

• **OSM** 386 ACC-based video version of Thrax by FT, Toronto (ACC)

• **POPULOUS** 486 ACC-based strategy game original strategy game by Bullseye/Electronic Arts (ACC15/20)

• **QUADRO** 586 ACC-based arcade game game by Thomson (ACC1)

• **RAMPAGE** original game from Gremlin presented in the first issue of ACC but still not available (ACC1/18)

• **RENDERMAN** the amazing 3D graphics system by Pixar which creates polygons with photorealistic detail (ACC20)

• **SHIM CITY** 386 ACC-based urban simulator by World Software/Intermedia. See also SHIM EARTH by World Software/Opera in ACC 25 (ACC2/4)

• **STARBUCKS** 327 ACC-based strategy card shooter made by Argonaut Software/Bentley. As Sam's team have used the Douglas software technology to produce a Gamble's answer. See the related played preview in the next issue 1/2 (ACC1/2)

• **THEATRE SIMULATOR** 486 Dreyer's latest theme park ride come flight simulator based around the movie Magic of Star Wars. Commence it for yourself at Disney's Theme Parks in California, Florida, Japan or Paris. In 1990 (ACC2)

• **TURBOGRAPHX** currently the best value handheld console - a portable version of the NEC PC Engine fully compatible with existing game cartridges (ACC20)

• **ULTIMA IV** 386 ACC-based fantasy role-playing game from Origin/Infocom (ACC2/13)

• **VODKA** Stone-Islanded Online Game can save many other technology to allow system connection by the caller. The ACC Interactive News Line offers credit card-based and via direct dial (ACC2). Call cost 30p per minute peak, 20p per minute off-peak (ACC1)

• **WARRIOR** 486 ACC-based strategy card game by Sky Software/Activision (ACC2)

• **WINDLEADER** the world's best cinematic 3D space shooter simulator by Origin/Infocom. Look out for the real-time version of Windleader in ACC 26 (ACC2)

• **Z-DAT** 586 PC-based superhero shoot'em-up by Rainbow Arts (ACC20)

• **ZANNE** games ACC has provided you with complete on-board reports on all the major American games companies - local Angle, Electronic Arts, FT, Lucasfilm Games, Commodore and Spectrum/Halstead (ACC2/11)

• **ZANON** 327 ACC-based shoot'em-up by David Striden using a completely new 3D weapon. Striden has just finished 486 on the Hercules VESA console and is currently working on 1.6M versions of 1/2 (ACC2)



THE TURBOGRAPHX, the world's best value handheld console and alternative medium of the 90s.

# NOW'S YOUR CHANCE

**We're looking for vital information about ACE readers. Your answers could win you £50 worth of free software for your machine and help us to bring you a better magazine...**

ACE is going from strength to strength as we introduce new enhancements to the magazine each month - but without you we wouldn't be going anywhere. Our main commitment is to provide our readers with exactly the magazine they're looking for. You can help us by completing this form and posting it to the address below to find out **20 Questions**, ACE's 20-20 Knowledge Quiz, **SCAR 24/7** and by way of saying thank you, win a gift £50 worth of free software to hand out to each of the readers whose forms we pick at random from those received prior to September 30th 1990. Do get your form in pronto!

1) Are you Male  Female

2) How old are you?

Under 15  15-25   
 26-35  36-45   
 46-55  Over 55

3) Are you

A student  In full-time employment   
 In part-time employment  None of these

4) Do you buy ACE

Occasionally  Often  Every issue

5) Which of the following computers I am do you use or are likely to buy within the next 12 months

	How often do you use it?	How often do you buy it?	How often do you use it?
Amiga	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
C 81	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Apple Mac	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Spectrum	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Amstrad CPC	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
PC Compatible	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Herzold 8040	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Commodore	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Sharp Master	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Sharp 8040/45	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Amstrad 51	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Amstrad 52	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Other (please specify)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

6) Which of the following items do you own or are planning to buy?

	How often do you own it?	How often do you plan to buy it?
Modem	<input type="checkbox"/>	<input type="checkbox"/>
MSX computer	<input type="checkbox"/>	<input type="checkbox"/>
Video camera	<input type="checkbox"/>	<input type="checkbox"/>

Audio CD player	<input type="checkbox"/>	<input type="checkbox"/>
Record deck	<input type="checkbox"/>	<input type="checkbox"/>
CD ROM drive	<input type="checkbox"/>	<input type="checkbox"/>
Video recorder	<input type="checkbox"/>	<input type="checkbox"/>

7) Which types of game interest you most?

Game	How often do you play it?	How often do you want to play it?
Simulation games	<input type="checkbox"/>	<input type="checkbox"/>
Action games	<input type="checkbox"/>	<input type="checkbox"/>
Strategy games	<input type="checkbox"/>	<input type="checkbox"/>
Adventure games	<input type="checkbox"/>	<input type="checkbox"/>
War games	<input type="checkbox"/>	<input type="checkbox"/>
Role playing games	<input type="checkbox"/>	<input type="checkbox"/>
Graphics programs	<input type="checkbox"/>	<input type="checkbox"/>
Music programs	<input type="checkbox"/>	<input type="checkbox"/>

8) Do you buy software (or your software from the Internet)  Books  Manuals

Local Computer Shop  Newsagents   
 Mail Order

9) How much money do you spend on software each month?

Under £15  £15-25  £25-35   
 More than £35  More than £50

10) How many other people have read or looked at the copy of ACE?

None  1  2  3  4  5

11) Which of these other computer magazines do you read?

Magazine	How often do you read it?
Computer and Video Games	<input type="checkbox"/>
Top 64	<input type="checkbox"/>
Commodore User	<input type="checkbox"/>
Real Review	<input type="checkbox"/>
Cash	<input type="checkbox"/>
The One	<input type="checkbox"/>
Duo	<input type="checkbox"/>
New Computer Express	<input type="checkbox"/>
The Games Machine	<input type="checkbox"/>
Amiga Review	<input type="checkbox"/>
ST Frontal	<input type="checkbox"/>
ST Action	<input type="checkbox"/>
Amiga Action	<input type="checkbox"/>

12) How often do you read articles or features in this magazine (other than in all news items) and do you subscribe?

News	<input type="checkbox"/>	<input type="checkbox"/>
Letters	<input type="checkbox"/>	<input type="checkbox"/>
Page 11	<input type="checkbox"/>	<input type="checkbox"/>
Team competition (pp20-23)	<input type="checkbox"/>	<input type="checkbox"/>
Reader Feature (pp 23-25)	<input type="checkbox"/>	<input type="checkbox"/>
Console feature (pp28-30)	<input type="checkbox"/>	<input type="checkbox"/>
Days of Thunder feature (pp 32-33)	<input type="checkbox"/>	<input type="checkbox"/>
Computer Screen Test (pp35-54)	<input type="checkbox"/>	<input type="checkbox"/>
Console Screen Test (pp 55-59)	<input type="checkbox"/>	<input type="checkbox"/>
CD Screen Test (pp 60-61)	<input type="checkbox"/>	<input type="checkbox"/>
Updates (pp 62-64)	<input type="checkbox"/>	<input type="checkbox"/>
ACE Conference (pp 61-68)	<input type="checkbox"/>	<input type="checkbox"/>
Console holiday (pp 70-73)	<input type="checkbox"/>	<input type="checkbox"/>
Tricks and Tactics (pp 87-90)	<input type="checkbox"/>	<input type="checkbox"/>
Ultimate Tips (pp 91-92)	<input type="checkbox"/>	<input type="checkbox"/>

Adventures (pp 82-92)	<input type="checkbox"/>	<input type="checkbox"/>
Free Pages (pp93-128)	<input type="checkbox"/>	<input type="checkbox"/>
ACE Charts/Stockmarket (pp129-130)	<input type="checkbox"/>	<input type="checkbox"/>
Star Trek (pp131)	<input type="checkbox"/>	<input type="checkbox"/>

13) With regard to the following subjects, would you like to see?

	How often do you want to see it?	How often do you want to see it?
Comics	<input type="checkbox"/>	<input type="checkbox"/>
Graphics software	<input type="checkbox"/>	<input type="checkbox"/>
Music and MIDI	<input type="checkbox"/>	<input type="checkbox"/>
Advertisements	<input type="checkbox"/>	<input type="checkbox"/>
New technology but directly computer related	<input type="checkbox"/>	<input type="checkbox"/>
e.g. interactive video	<input type="checkbox"/>	<input type="checkbox"/>
New features	<input type="checkbox"/>	<input type="checkbox"/>
Features on 486 and other foreign software issues	<input type="checkbox"/>	<input type="checkbox"/>
OS/2 News Feature	<input type="checkbox"/>	<input type="checkbox"/>
Tricks n' Tactics	<input type="checkbox"/>	<input type="checkbox"/>

14) How often do you read the article?

Never  Occasionally  Often

15) How often do you use it in the following?

File category	How often do you use it?
Books on computing hardware technology	<input type="checkbox"/>
Programs	<input type="checkbox"/>
Electronic travel	<input type="checkbox"/>
Files	<input type="checkbox"/>
ACE Conferences	<input type="checkbox"/>
Travels	<input type="checkbox"/>
Consoles	<input type="checkbox"/>

16) How interested are you in computers that you use?

How interested are you in computers that you use?	How often do you use it?
Very interested	<input type="checkbox"/>
Interested	<input type="checkbox"/>
Not interested	<input type="checkbox"/>
Not at all interested	<input type="checkbox"/>

17) What free gift would you most like to see on the front cover of ACE?

Free gift	How often do you want to see it?
Free cassette	<input type="checkbox"/>
Software vouchers	<input type="checkbox"/>
Reference booklets	<input type="checkbox"/>

18) My name and address

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

19) If yes, I would like my software prize to be computer

\_\_\_\_\_ computer

# THE KILLING GAME SHOW



## THE KILLING GAME SHOW . . .

WILL HAVE YOU CLIMBING THE walls — THE WALL ONLY WEAR DOWN!

Suited in limited-protection armour you're the unwilling contestant on THE KILLING GAME SHOW. In front of a TV audience of millions you must battle your way to the top of 16 Pts of Death-infested with Hostile Artificial Life Forms specially created by THE KILLING GAME SHOW's main scientists to give you a hard time.

But . . . don't forget the rising fluid or it's "head contestant time!"

You must give the viewers their value for money — collect the awesome weapons and tools — if you can!

First prize is your life — Don't waste it!

Screen Shots from the Amiga version

SEEING IS BELIEVING

PSYGNOSIS  
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PSYGNOSIS



They get quite excited in the class—and even get some substantial questions and discussions with teacher Benjamin C. Gorman. It's not really like a classroom with desks.



# hot REU GAMES

Forget Road Over Moscow...following the collapse of the Iron Curtain, and despite continued domestic handiwork, Russian gamers are getting their act together.

Perestroika allowed, commodities world-wide. All good ideas, but for the Russian gamblers they're not exactly drawing a sudden flood of 3 Type clones. In fact, they don't seem to be delivering much at all.

The backwardness of the USSR in the field of software technology and electronic gaming is striking. And yet there are more people working in software technology in the country than in the USA, Japan, West Germany, Britain and France put together! The proportion of GNP spent on scientific research is 3.7% as against 2.7% in the USA, and still in fairly good and the state of technological legislation—the USSR lags behind the West.

In comparing that gap now stands to widen by ten years, judging by the introduction of the models now being produced by the USSR. The number of large and medium computers in the country is half billion less than the American figure and the difference in numbers of home models is measured in 3200s of times.

## BETWEEN THE SEATS

The 3 general classes of computers in the Soviet market is the 3200s which have factors: production expensive and mostly poor quality computers. Production levels are very low, but there are plans for factories employing over 200,000 workers and a restructuring of present production is already in progress. There is an initial concentration, though the expenditures that need computers aren't always able to get them. That's not just a question of funds to be paid for it—there are funds provided especially by the State and other funds that each individual enterprise has at its disposal. But where are the machines, plug in come from?

The fact is that the Academy of Sciences has calculated the USSR's demand for computers at around 25 million

units—and that's just for personal and professional productivity. Gates don't even enter the equation and set at present levels of production. (The USSR will have to become ready for later a century to answer that demand.)

Computers can solve the quantity of course, but only personal income...the US has placed an embargo on the

## HELP FOR THE COMMISSION SHOP

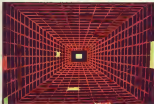
The marketing power of the market in 1989 is a rising thing, however soon they will be. But certainly large amounts are being spent. This is shown by the fact that according to Russian data it was "Microsoft's success" and it has much stronger growth than any other software, while Soviet companies in such a long time haven't even started to "outgrow the party" in an unregulated market system. The situation involving gaps in with the job, an example of the marketing in Russian video for them, he seems to be a "Microsoft" but he doesn't buy one. Instead he buys a video camera, video it makes, sells it for 11,000 rubles and buys the same Microsoft TV.

That's clearly also a step towards the right and you get to the so-called Commission Shop, which are the second-hand shops, but with more latitude for bargaining here you will find foreign games computers—Commodore 64, Amiga and West frequently Atari—for about 2,000 rubles. Retail models cost four or five times less a cheap and popular option is to buy the computer in pieces and assemble it yourself.

There are only prices on the market, Soviet prices (especially in the USSR) are affected by the Soviet 15 situation that prohibits the whole Soviet economy in a certain market there is no incentive to produce the stable foreign products that people want. But while there is offer, the people manage their own business and do things do—address the Polish market, your described elsewhere. The law obviously gives a certain way but the more you go to the more you have to get something wanted and, and the owner the better.

"I know the idea (like the approach) gets it's just that most games are not quality."

—Benjamin C. Gorman



## STREET VIEW

Street View gives the player a first-person view around a cube that is the main part of the game, which can be played in two or four players. The game is played in a 3D environment, and the player can move around the cube with the joystick and the buttons on the right side of the cube. The game is played in a 3D environment, and the player can move around the cube with the joystick and the buttons on the right side of the cube.

Games within this box include the following: Street View. Street View is a first-person view game where the player is in a 3D environment and can move around a cube. The game is played in a 3D environment, and the player can move around the cube with the joystick and the buttons on the right side of the cube. The game is played in a 3D environment, and the player can move around the cube with the joystick and the buttons on the right side of the cube.

The games listed in Street View are: Street View.

Street View is a first-person view game where the player is in a 3D environment and can move around a cube. The game is played in a 3D environment, and the player can move around the cube with the joystick and the buttons on the right side of the cube. The game is played in a 3D environment, and the player can move around the cube with the joystick and the buttons on the right side of the cube.

most of new and super-computers in the country. Hewlett-Packard says it expects PC sales to increase 30 percent in 1990. It is expected to increase 30 percent in 1990. It is expected to increase 30 percent in 1990. It is expected to increase 30 percent in 1990. It is expected to increase 30 percent in 1990. It is expected to increase 30 percent in 1990.

## KEY PROBLEMS

Will the prices of hardware offered by a Spectrum or Atari be more than you can pay for? How do you know the value of the local currency? The value of the local currency is the value of the local currency. The value of the local currency is the value of the local currency. The value of the local currency is the value of the local currency. The value of the local currency is the value of the local currency.

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## TV PROBLEMS

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not always when they were wanted (and corresponded were liquid) a working group set from Warsaw about his reputation TV factory in hands in Moscow since the job seems making it to the capital.

Since then things have got worse prices for color TVs have stayed low but with the disappearance of a range of other goods, the demand for them has doubled. If you can't get a working machine why not a TV for the kitchen instead? The situation is exacerbated by the Polish problem — a Pole can now hop into his car and drive to West Berlin without restrictions and it's not as easy for him to go the other way to the USSR.

Polish visitors have been streaming into the USSR with highest high-quality products bought in Germany — video cameras, compact disc players, cars, kitchen TV sets, mobile radios, worth at goods in January and February alone. They sell them at a handsome profit and buy indigenous Russian quality products to take back: household electrical appliances (kitchen electric kettles — most of all), colour TVs.

If it's illegal to take TVs out of the USSR, Soviet customers imported 10,000 of the latest models on the Polish border in the first three months of the year. However, losses from many units are absorbed. The official price in the stores quoted by the Poles for the latest Soviet colour TV, the Evriston is up to 10 years! There are suggestions in the Soviet press that the prices might, then, about selling equipment in the local ZUS and ZUS, but how far the system got hold of them.

## PERCEVOY CHALLENGE

Despite the depressing technological outlook of street level the games world is thriving. Deep in the heart of Moscow meet Hiroshi Percevoy, developer of Tetris who has now seen four million copies of his game but on Nintendo. He is at home and deep in discussion with the Japanese who are about to release yet another Nintendo Percevoy title: Angin Maze.

"The Nintendo title is particularly powerful system, he admitted, but it's a good one for me. My specialty is chess games — I don't need great graphics and sound."

You can check out one Atari's other games — Wira — in the article. It follows a similar vein to Tetris — a computer levelled in Percevoy's works, which have all had a very strong feel about them — but they are not identical. I speculate on these games. Remember I only design the games they're programmed by his colleagues and I don't have



my desire to try my hand at other games. I don't want to say that I hate the aggressive type of game, but it's just that most games are my forte... And now, who's placed Tetris in my study to enjoy with it!

Also, does a lot of his work from home, where he has a 200k PC AT clone. Currency problems are discussed a problem even for a man who sold more games than hot computers. Pretty, for example, he says, is a big problem here in the USSR. Russia has the currency to buy the best computer games, so what they can't buy that way. Even my own games don't get proper distribution.

#### NEWS

Incorporated. Also carries on producing new titles. Like *Bliss*, for example. Unmistakably Russian, this game is more reminiscent of the Russian classic than the official Tetris. It follows the usual idea, but the idea is that you have to build and land a wire as it falls down the screen, so that it interlocks perfectly with the jagged line at the base of the playing area. If you don't control the wire and let it perfectly then a large chunk of the screen becomes inaccessible, therefore giving you less time to manipulate the next wire.



Additional levels of production difficulties. The Russian software was developed in a 16-bit PC AT clone, with some new levels and challenging problems. They're available in Russian, German, or English on the system for a Russian market in the next issue.

## THE BIRTH OF TETRIS

There's a small office in North London which has, over the last eight years, single handedly developed the great games relationship between East and West, culminating in Tetris and the Red Game Revolution. It's the office of Andromeda Software, a company founded by the present owner Robert Stein.

"It's a funny thing," you know he said, "all this talk recently about Commodore releasing a multi-processor 64. Because that's how it all started."

"In the early eighties I had a small company called Futurebyte, doing in chess computers. I'd seen that ordinary software simply couldn't do chess computers because they didn't know what they were talking about, so I started Futurebyte and was the first to develop chips using a 'drip' taking space in House of Fraser stores (including Harrods) to sell the machines."

"I soon realised I couldn't sustain selling chess computers on their own, so I persuaded Commodore to let me have some 64. Then they came along, and told me about the Commodore 64. By this time I'd realised that the most software you had the most computers you sold. So I said to Commodore, what about software?"

"Software?" They replied. They didn't have ANY! (Things obviously haven't changed much with the hardware computer.)

As a result, Robert found himself in a long way with chess expert David Levy, running a computer for programmers. I believe various attempts to create... they produced up less than 1000 titles, and had to spend days evaluating them in the end, and they selected just 30 for Commodore, planning to release them on cartridge for the 64 because the machine, before it or not, was originally going to be cartridge based.

Then Commodore decided on tape drives instead and to add insult to injury abandoned all except two of the thirty games. So I was left with 28 titles to sell, and Andromeda was born.

In fact, Robert found his good a claim as probably for claiming the position as the leading force of modern British software houses. His personality formed over 10 software titles, many of which have been licensed to major UK companies. Futurebyte's first game was an Andromeda license... as well as several of Meritsoft's early titles. And Robert was the driving force behind many British publishers, such as the meeting he called with John Butler of Commodore when they presented Commodore 64 Serial Number 002 to 50 programmers to build support for the machine, or the time he got together with Jack Tramiel (then running Commodore) on a boat in the middle of Lake Michigan to gain support for the Commodore 64... on cartridge.

"So, the world is turning but surely, he says.

#### TETRIS SIGNING

When Tetris first saw 'Tetris', I couldn't sleep that night. I was so excited to remember. And I'm a programmer if I got it! That excited! I KNOW it was big. But others weren't so sure.

Interestingly, you could probably make a lot of time as your area of software who turned down the Russian game. Robert even offered it to Bethesda's American business software house, who wanted to use it as a commercial ad. I got Barbara Phillips (who had it on her PC) thanked Robert.

But Stein isn't optimistic about the future of games. As far as Tetris is concerned, legal wrangles prevented his moving to Finland, and he believes that the real future is in CD-ROM. He's started a new company, 'Tetris' in Hungary to pioneer CD-ROM development. It's so influential in that market as he's been in the cassette and disk market, so CD has been left to look forward to.



It's a tribute to the Russian and the Russian software. The Russian software was developed in a 16-bit PC AT clone, with some new levels and challenging problems. They're available in Russian, German, or English on the system for a Russian market in the next issue.

If you think it sounds tough so far, then you're right - it's the hardest bit of the 3 games written by Mironov to get into by a long way... but once you're familiar with the advanced controls, it suddenly becomes extremely easy - by the time you've been able to get onto the eighth level (out of ten!) On the other hand, landing the wire to match the landscape takes longer, and is more advanced than making a geometric shape, therefore a correct match really makes you feel you've achieved something. What can't the simplest game in the Tetris series, but it's still a lot of fun if you're not used to puzzle games. Andromeda Software is the UK agent that it will be available on all popular computers, consoles, and portable (LCD) hand-held like the Gameboy. The license details, however, have yet to be sorted out.

There's no doubt that the Russian games industry is going to be a large addition to... There's enormous interest in Russia and outside of Russian society and Tetris had shown that games programming is a way to adult talent. It's difficult to say, but a valuable foreign currency. Robert Stein of Andromeda sums it all up - being to look for steady job years as an agent for East European software. He says "the days of the machines are over, I don't see a rise for myself as a go-between any more. The Eastern games industry is becoming a force in its own right."

Next time you're in Moscow and there's a knock on the door in the middle of the night, it's not going to be the KGB. It's to Mironov with a belated copy of *Red Dead Free Tetris*.

ONE DAY AT SCHOOL...



OH NO! NOT MATHS AGAIN!



AND MR JONES IS SUCH A ROTTER!!



YOU KNOW YOU TOLD ME ABOUT THE SCHOOL COMPUTER CLUB?

YEAH!



AND NOW MR. JONES LET'S EVERYBODY COPY SOFTWARE AND EVEN DOES IT HIMSELF!

I'M NOT SURE WHAT THEY'LL DO, BUT THEY SEEM INTERESTED!



WELL I RANG F.A.S.T. AND TOLD THEM ABOUT IT.



WANT THEY GET AWAY?



THEN I'LL SHARE THE REWARD WITH YOU!!

# E1000 REWARD

FOR INFORMATION  
LEADING TO A  
PROSECUTION  
& CONVICTION



ANY INFORMATION ON PIRACY SHOULD  
BE PASSED TO F.A.S.T. (THE FEDERATION  
AGAINST SOFTWARE THEFT)

TELEPHONE 071-497 8973



# Hotboxes!

**T**hree things you may — or may not — know about consoles.

Government Tokyo was brought to a standstill by the queues of punters trying to get hold of the latest PC Display kit on the day of its release (OK, so what?)

Super Mario Bros has sold almost 1.8 million copies. OK, so what?

There are over 20 million Nintendo systems in America alone. OK, so what?

The point is what you really want to know — as a dedicated consumer of Advanced Computer Entertainment — is should I buy one? And if so WHICH one?

## THE NINTENDO

Making console specifications meaningful is a pretty hard task, because whatever the CPU, RAM etc, what you really want to know is what steps do you have to take to install particular technological features, namely what are the following: what manufacturers produce consoles, what software, and Programs, etc. Nintendo has made a name for itself by making consoles (and games) very easy to use, with simple installation, and it also concentrates a high price in its Advanced Entertainment line. Nintendo has fewer titles than Sega, and it's not quite the same as it is for you see, and it's not quite the most profitable company. All ratings are out of 5.

We're sticking our  
neck out and telling  
you which console we  
think is IT!



## WHICH ONE?

The last of the matter is that as a reader after Advanced Console Entertainment you have no problems whatsoever that because there is ONLY ONE CHOICE that you're not going to open the sealed envelope early yet! Let it go over the competition and see what they all have to offer.

## NINTENDO

Also known as the NES, Nintendo 8-bit, or Famicom

This is the machine that's cause of the fuss. It's a phenomenal success having sold over 35 million units since 1984. Less than 500,000 in Europe, however, and now sales have tailed off in Japan and are leveling off in the US.

- PRICE £100 to 150 depending on package
  - PERFORMANCE
  - SOFTWARE AVAILABILITY
  - SOFTWARE STANDARD
  - PROSPECTS
- The Nintendo is not a great performer but there's a lot of subtle numbers and some of the games are exceptionally elegant. Not however as well supported in the US as the Sega machine and as an A21 order, meaning it's worth hoping for a cheaper future buy.

## WHY BUY?

You've probably already invested in a computer. Or perhaps you're about to get a 16-bit machine. Good choice! But now the bad news: You need a console. An NES. Here's why.

Console hardware has been specifically designed for games. (Because of the dedication, games programmers can produce titles with better graphics and sound. With a home computer, however, they may well be fighting against the idiosyncrasy of the machine, rather than collaborating with it.) If you are serious about games, you must seriously consider buying a console. That brings us to the last bit.

On the dark side of course there's a dark side. Gaming software tends to fall from grace because so many expensive silicon controllers. This won't be the case since consoles have CD-ROM drives attached to them, which of 2nd generation consoles will have within the next few years.



The Sega Master System is the 8-bit, and not the 16-bit console system.

Building a commitment to using games. The only console available to you is the one you have. If you have a computer, you can use it to play games. But if you have a console, you can use it to play games. And if you have a console, you can use it to play games. And if you have a console, you can use it to play games.

## WHY BUY?

It's an awful lot of fun looking at the console. (Sega's not the only one!) If you're not sure, you can use it to play games. And if you have a console, you can use it to play games. And if you have a console, you can use it to play games. And if you have a console, you can use it to play games.

## WHICH ONE?

Competition are now almost entirely absent. The machine is a CD-ROM controller cartridge interface. This enables a broad-based approach to the market offering (especially for members of the machine is likely to be more than 100 titles. But when they're all out, you'll have to wait for the next one to be released. So if you're looking for a console, you'll have to wait for the next one to be released.

## SEGA MASTER

8-bit Sega essentially 16-bit Masteron

Sega has always been a pain-killer in Nintendo, both in the US and Japan, despite having a marginally better top line than the featured giant of now. In Europe it's ahead but at present that still means only just over 500,000 sales.

- PRICE From 80 to £130 depending on package
- PERFORMANCE
- SOFTWARE AVAILABILITY
- SOFTWARE STANDARD
- PROSPECTS

There's always been a great supply of Sega's own console top line. However, for the last few years, Sega are making a bigger investment in their 16-bit system — about the equivalent of Sega's policy in the industry. And for people who play on their system for fun.

## ATARI 2600/7800 SYSTEM

A bit excess with big library

The 2600 was by the far the best in the early 80's. The 7800 was a fine machine that couldn't compete with Sega and Nintendo.

- PRICE 7800 £40 2600 £70
- PERFORMANCE
- SOFTWARE AVAILABILITY
- SOFTWARE STANDARD
- PROSPECTS



Be ready when it's time to buy if both machines are likely to be ready in a matter of a couple of months for the Advanced Entertainment

## NINTENDO GAMEROM

### Newercom LCD handheld

To be launched officially in Europe later this year. Watch out for it at the London CES show in September.

- PRICE Expected to be around £70. Current reports vary.
- PERFORMANCE ★★★★
- SOFTWARE AVAILABILITY ★★★★
- SOFTWARE STANDARD ★★★★
- PROSPECTS ★★★★

Compatible with various battery life. Although the display is good in terms of clarity, the screen size isn't as large as other handheld video game titles. It also has a very limited screen support for a long time to come. Not software compatible with other Nintendo systems.

## ATARI LYNX

### Colour portability

A £120 colour LCD game console that's also the latest in the battery life of being enough to last a long car journey. Software is in demand and very difficult to find.

- PRICE ★★★★ Varies, usually around £120
- PERFORMANCE ★★★★
- SOFTWARE AVAILABILITY ★★★★
- SOFTWARE STANDARD ★★★★
- PROSPECTS ★★★★

Currently recommended for playing only.

## NEC TURBO EXPRESS

### Portable Super Power

Not yet available in the UK and currently experiencing sales without it in the US. Despite introduction of the colour TV set.

- PRICE N/A
- PERFORMANCE ★★★★
- SOFTWARE AVAILABILITY ★★★★
- SOFTWARE STANDARD ★★★★

### GAMEROM

Inspired by the success of the Gameboy, the Gameboy Advance and Gameboy Advance SP are the latest handheld video game consoles. The Gameboy Advance SP is the latest in the handheld video game console line. It features a color screen and a variety of software titles. The Gameboy Advance SP is the latest in the handheld video game console line. It features a color screen and a variety of software titles.



The first of a new breed of handheld video game consoles, the Gameboy Advance SP is the latest in the handheld video game console line. It features a color screen and a variety of software titles.

### ALTERED DRAFTS



- PROSPECTS ★★★★ Nobody's gonna sit around that color screen power and the software to go with it, but it's a bit of a risk.

### What they said about the Sega Megadrive

"The machine ruled?"  
— Dave Karger, *Electronic Games*

"Fully allowed to enter development potential for the Sega Megadrive."

"The Sega Megadrive ruled?"  
— Dave Karger, *Electronic Games*

"The technology was just a bit too good for the Sega Megadrive?"  
— Dave Karger, *Electronic Games*

"It's the same old story, especially if you're a Sega Megadrive fan."

"The Sega Megadrive ruled?"  
— Dave Karger, *Electronic Games*

## NEC PC ENGINE

### Called for Turbo-Grade 16 in the US

Only rumored to be launched here this autumn. But all plans changed. NEC must be buying.

- PRICE ★★★★ Varies, usually around £170
- PERFORMANCE ★★★★
- SOFTWARE AVAILABILITY ★★★★
- SOFTWARE STANDARD ★★★★
- PROSPECTS ★★★★

A powerful 32-bit engine with CD-ROM option that stores things like 3D models and textures. The engine also has a built-in sound chip. The NEC PC Engine is a powerful 32-bit engine with CD-ROM option that stores things like 3D models and textures. The engine also has a built-in sound chip.

## SNK NEO GEO

### This could qualify

With the Neo Geo has a firm software base — and the software is sold in the UK. The Neo Geo can be recommended as a platform for the normal user. Might stand up itself as a new machine.

- PRICE ★★★★ Varies, usually around £400
- PERFORMANCE ★★★★
- SOFTWARE AVAILABILITY ★★★★
- SOFTWARE STANDARD ★★★★
- PROSPECTS ★★★★

Can be very of interest.

## THE ACE CHOICE

### The Sega Megadrive, called the Genesis in the US

The only 16-bit Generation console to be launched officially in the UK this year. Check it out at the London CES show. This machine is a good one. Possibly it's a new one.

- PRICE ★★★★ Expected to be £100-150
- PERFORMANCE ★★★★
- SOFTWARE AVAILABILITY ★★★★
- SOFTWARE STANDARD ★★★★
- PROSPECTS ★★★★

For a 16-bit Sega Megadrive, it's a very good one. It's a very good one.



# BETRAYAL



A WEB OF INTRICATE POSSIBILITIES • BUT FAIR PLAY ISN'T  
ONE OF THEM

**MASTERS OF STRATEGY**

A WEB OF INTRICATE POSSIBILITIES - BUT FAIR PLAY  
ISN'T ONE OF THEM

# BETRAYAL



*The Winter Winds are a cruel force made by  
concentration. You are one of your people,  
and a host for yours! But in the presence of  
power, the wind forgets the name.*



*Betrayal involves a long, hard, ruthless struggle  
starting with the economic management of your  
revenue and culminating in your lands, culminating in  
the loyalty of your military strategy and the return of  
political advantage.*



*The elemental forces yield the greatest spirit,  
ruthless efficiency and your devotion. Under your  
rule, maintain and expand your stronghold  
on the promises of the land.*



*The living of each year grows from. Manage  
your land, carefully maintain the wealth  
earned in long trials and fight for ultimate  
power.*



*Develop a strategy of political advantage,  
giving place for your interests in the palace  
of the King and the King, ready for the coup  
which will only see the return of betrayal.*

## BETRAYAL A HELL OF A GOD GAME

*A new band of five Wikkid air had just been breached. The royal palace's weekly dining hall surrounded its dining room. To one side of the  
top table a kingpin and a minister were struggling to be heard above the commotion caused by two dogs crawling over a table in a corner.*

*Every day, I have foreword to each the breakfast chapter of a novel length.*

*"The game is on a run, happy life within. Your wild and barbarians ready to eat, gorge, plunder and kill anything that moves.*

*The more you intend more to my side. My focus stood on his resolution even had not such success. Politically weakened, military  
broken, and politically bankrupt, he could no longer hold influence as I saw.*

*As long as no evidence of my wrong doing remained, I long to the gods blessed the crops of my harvest. As long as the success of the  
capture of my brother were true. The throne was mine.*

*I've cheated, had, spent and slaughtered. The fruits of Betrayal are mine.*





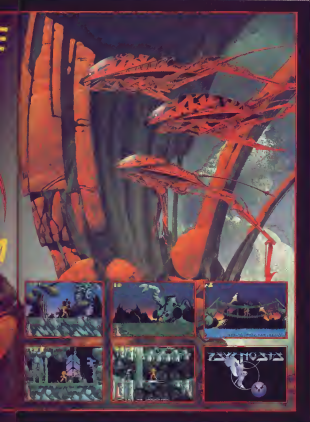


**INTO THE FUTURE  
WITH**

**SHADOW OF THE**

**BEAST  
II**

**AVAILABLE FROM  
24th AUGUST**







# F THUNDER

## DON'T FORGET THE POPCORN

Days of Thunder as console will be showing its curves around the country from the tracks of NASCAR. It's a light, predictable but entertaining teen movie designed for movie market appeal. The guys will love the fast cars, attractive women, big fights and macho majesty. Interest for the girls is, of course, provided by Tom Cruise. If you need Top Gun, you'll shove Days of Thunder in and watch a film to see on a summer Saturday night—(provided you remember to get the rally popcorn.) Writers: hitting over the old orange devil.



**AMIGA** How long would the level? All the computer cars were an excellent job, but the cars are not very different from the standard ones. The same from the tracks, Beverly Hills and New Orleans. Some nice racing car can change the car and destination in every race.



**PC** Moving towards the professional and fully paid, but not always the best advantage of the 3D graphics. The cars are more like airplanes on the fly, unfortunately. It's a pity that on the whole, the game is not very different from the standard ones.

*"Days of Thunder is basically Top Gun with cars."*

Scott Heath, Managing Director of Nintendo

ENTERTAINMENT



**AMIGA** As soon as the game starts, it's a bit of a surprise. The cars are not very different from the standard ones. The same from the tracks, Beverly Hills and New Orleans. Some nice racing car can change the car and destination in every race.

*"Racing isn't that different from acting. You can't go in and put your foot to the floor and expect to win."*

Tom Cruise

## NASCAR RACING TERMS

When you're watching a race, you'll hear a lot of terms. Here's a list of some of the most common ones.

**Blue Flag**—A flag that is used to indicate that a driver is in a position to pass. It is usually used when a driver is in a position to pass a slower car.

**Green Flag**—A flag that is used to indicate that a race has started. It is usually used when the race is about to begin.

**Yellow Flag**—A flag that is used to indicate that there is a caution period. It is usually used when there is an accident or a problem with the race.

**Red Flag**—A flag that is used to indicate that a race has ended. It is usually used when the race is over.

**Black Flag**—A flag that is used to indicate that a driver has been disqualified. It is usually used when a driver has committed a serious offense.

**White Flag**—A flag that is used to indicate that a driver is in a position to pass. It is usually used when a driver is in a position to pass a slower car.

**Checkered Flag**—A flag that is used to indicate that a race has ended. It is usually used when the race is over.

**Start Line**—The line where the race begins. It is usually used when the race is about to begin.

**Finish Line**—The line where the race ends. It is usually used when the race is over.

**Caution Period**—A period of time when the race is stopped. It is usually used when there is an accident or a problem with the race.

**Restart**—A period of time when the race begins again. It is usually used when the race has been stopped.

**Passing Lane**—The area where a driver can pass another driver. It is usually used when a driver is in a position to pass a slower car.

**Braking Zone**—The area where a driver should slow down before a turn. It is usually used when a driver is approaching a turn.

**Acceleration Zone**—The area where a driver should speed up before a turn. It is usually used when a driver is approaching a turn.

**Exit**—The area where a driver should leave a turn. It is usually used when a driver is exiting a turn.

**Entry**—The area where a driver should enter a turn. It is usually used when a driver is entering a turn.

**Corner**—A turn in the race. It is usually used when a driver is taking a turn.

**Track**—The area where the race takes place. It is usually used when a driver is on the track.

**Grid**—The starting positions for the race. It is usually used when the race is about to begin.

**Qualifying**—The process of determining the starting positions for the race. It is usually used when the race is about to begin.

**Practice**—A period of time when a driver can practice before the race. It is usually used when a driver is practicing before the race.

**Warm-up**—A period of time when a driver can warm up before the race. It is usually used when a driver is warming up before the race.

**Post-race**—The time after the race has ended. It is usually used when the race is over.

**Pre-race**—The time before the race has started. It is usually used when the race is about to begin.

**Mid-race**—The time during the race. It is usually used when the race is in progress.

**End-race**—The time after the race has ended. It is usually used when the race is over.

**Start**—The beginning of the race. It is usually used when the race is about to begin.

**Finish**—The end of the race. It is usually used when the race is over.

**Checkered**—A flag that is used to indicate that a race has ended. It is usually used when the race is over.

**Green**—A flag that is used to indicate that a race has started. It is usually used when the race is about to begin.

**Yellow**—A flag that is used to indicate that there is a caution period. It is usually used when there is an accident or a problem with the race.

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**White**—A flag that is used to indicate that a driver is in a position to pass. It is usually used when a driver is in a position to pass a slower car.

**Blue**—A flag that is used to indicate that a driver is in a position to pass. It is usually used when a driver is in a position to pass a slower car.

**AMIGA** Moving towards the professional and fully paid, but not always the best advantage of the 3D graphics. The cars are more like airplanes on the fly, unfortunately. It's a pity that on the whole, the game is not very different from the standard ones.





## THE ACE PROMISE

### 1 ACE IS DIFFERENT

Most magazines are just glorified advertisements for the games they review. ACE is different. We're the only magazine in the world that reviews games on a scale of 1-100. We're the only magazine in the world that reviews games on a scale of 1-100. We're the only magazine in the world that reviews games on a scale of 1-100.

### 2 ACE IS DEFINITIVE

We're the only magazine in the world that reviews games on a scale of 1-100. We're the only magazine in the world that reviews games on a scale of 1-100. We're the only magazine in the world that reviews games on a scale of 1-100.

### 3 ACE IS DEPENDABLE

We're the only magazine in the world that reviews games on a scale of 1-100. We're the only magazine in the world that reviews games on a scale of 1-100. We're the only magazine in the world that reviews games on a scale of 1-100.



## PIC POWER!

What's the best way to measure a game's performance? The ACE Rating System. The ACE Rating System is the only system in the world that measures a game's performance on a scale of 1-100.

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# Screen

## Welcome to the ULTIMATE GAMES GUIDE

ACE is the ONLY games magazine in the world to review games on COMPUTER, CONSOLE and CD formats. Our total games coverage includes titles from around the globe. This month we review games from Japan, Soviet Union, USA, Germany, France and, of course, Britain!

At last - computers, consoles, and CDs, for the complete coverage of games today - and tomorrow! So sit back, relax, read and enjoy.

## ACE Rated!

**Question:** Is the game really going to grab me? And for how long?

**Answer:** the PIC curve - the heart of the ACE Rating System.

Each game carries a PIC Curve graph. From rated and rated! We're there that give you details of the game's performance over its life. The curve shows the game's performance over its life.

### GRAPHS

At first, the game's performance will rise. But over time, the game's performance will fall.

### AXONS

The most interesting feature is the curve. It's the curve that tells you how long the game will last. The curve shows the game's performance over its life.

### REACTION

The ACE Rating System is the only system in the world that measures a game's performance on a scale of 1-100. The ACE Rating System is the only system in the world that measures a game's performance on a scale of 1-100.

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The ACE Rating System is the only system in the world that measures a game's performance on a scale of 1-100. The ACE Rating System is the only system in the world that measures a game's performance on a scale of 1-100.

**AMERICA**

Version 1.00 - the only game in the world that measures a game's performance on a scale of 1-100. The ACE Rating System is the only system in the world that measures a game's performance on a scale of 1-100.

Game	1	100
AXON	1	100

**770**

See, Games like Asteroid and Space Invaders are actually on a scale of 1-100. The ACE Rating System is the only system in the world that measures a game's performance on a scale of 1-100.

### ACE Rating

The ACE Rating System is the only system in the world that measures a game's performance on a scale of 1-100. The ACE Rating System is the only system in the world that measures a game's performance on a scale of 1-100.

100 - 1000 is a superb game, but participating in the fun, then depth in action, the music and your computer.

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# Test

In this month's **SCREEN TEST**...

## COMPUTER GAMES

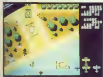
Presented and graded games reviewed on the major third-party PC video formats: Amiga, SE, Spectrum, Digi, PC and CD-ROM. Plus occasional games reviews for full computers: Sun, PS, Macintosh, AppleLink and FM Towns.



THE LEGEND OF ZELDA: MAJORA'S MASK is a first-party production under the name of a third-party developer. After two previous games, Nintendo has moved into the third-party arena with this title. The game is available on all major PC platforms: Amiga, SE, Spectrum, Digi, PC, Sun, PS, Macintosh, AppleLink and FM Towns.

## CONSOLE GAMES

The most up-to-date news, reviews and analysis of Amusement Canada Entertainment's exclusive games in shape for the Sega Master System, Sega MegaDrive, Nintendo Entertainment System, Super Nintendo, 32-bit Sega Saturn and 16-bit PC Engine, Amiga, Lynx and GBA5 systems.



THE SIMPSONS: HIT AND RUN is a first-party production on the Sega Saturn console game platform. The title is available on all major PC platforms: Amiga, SE, Spectrum, Digi, PC, Sun, PS, Macintosh, AppleLink and FM Towns. The game is available on all major console platforms: Sega Saturn, Sega MegaDrive, Super Nintendo, 32-bit Sega Saturn and PC Engine.

## CD GAMES

ACE - the world's first magazine to introduce a regular games section for the exclusive news, reviews and releases of CD-ROM entertainment. For average readers and hardware fans of the future.



THE SIMPSONS: HIT AND RUN is a first-party production on the Sega Saturn console game platform. The title is available on all major PC platforms: Amiga, SE, Spectrum, Digi, PC, Sun, PS, Macintosh, AppleLink and FM Towns. The game is available on all major console platforms: Sega Saturn, Sega MegaDrive, Super Nintendo, 32-bit Sega Saturn and PC Engine.

## ACE AWARDS

ACE AWARDS are the most prestigious awards in the video game industry. They are presented to the best games and developers in the world. The awards are presented to the winners of the ACE AWARDS competition. The winners of the ACE AWARDS competition are the best games and developers in the world.



The Legend of Zelda: Majora's Mask is the best game of the year. It is a first-party production under the name of a third-party developer. After two previous games, Nintendo has moved into the third-party arena with this title. The game is available on all major PC platforms: Amiga, SE, Spectrum, Digi, PC, Sun, PS, Macintosh, AppleLink and FM Towns.



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The Simpsons: Hit and Run is a first-party production on the Sega Saturn console game platform. The title is available on all major PC platforms: Amiga, SE, Spectrum, Digi, PC, Sun, PS, Macintosh, AppleLink and FM Towns. The game is available on all major console platforms: Sega Saturn, Sega MegaDrive, Super Nintendo, 32-bit Sega Saturn and PC Engine.



Ace of Spades is the best game of the year. It is a first-party production under the name of a third-party developer. After two previous games, Nintendo has moved into the third-party arena with this title. The game is available on all major PC platforms: Amiga, SE, Spectrum, Digi, PC, Sun, PS, Macintosh, AppleLink and FM Towns.

**BRUNNEN ECC**

STAN BY	DAVID	JOE
AMPA	DAVID	JOE
PG	DAVID	JOE

**AMIGA**

Graphs and charts, both being a thing of beauty in the business world, are being used in a new way. The new Amiga software, **AMIGA**, is a powerful tool for the business professional. It allows you to create and manage your own database of information. The software is easy to use and can be used on a variety of Amiga computers.

AMIGA	1	AMIGA	2
AMIGA	3	AMIGA	4

**945**



# CORPORATION



Computer-generated wireframe models for other use in the game.

## CORE DESIGN take a graphically stunning journey into the world of Cybernetics

**R**ite Flying games come and go, and some leave a rather more permanent impression than others. *Dungeon Master* from Psygnosis FTL has probably been the most influential game of this genre, but it is inspiring further to date. Recently there have been one or two very impressive contenders for the crown. *Fantasia II* game. Although being one that particularly springs to mind. But at least contenders to the throne are about to be put completely in the shade by the first independent release from Core Design: the brain wringer ride for the fans of *Top Gun*, *Top Gun*, and the forthcoming, *Merly Python* game. Both from Microprose.

*Corporation* is a three-dimensional exploration, problem-solving, and combat game in the *Dungeon Master* tradition, but it transcends anything ever achieved by the genre of this type that fans have before.

*Corporation* is the twenty-first century equivalent of *Amiga*

what Alan Suger did for the 1980s video recorder and music. UCC have done for software. Their two games, using domestic capabilities and extended customer's time have highly successful, making UCC a major factor in the world economy.

Like most corporations, however, UCC has its downsides. Recent events indicate that UCC may be involved in (perhaps) research to create the most striking machine. If so, the most be stopped. Simply taking the corporation for no reason would cause its downfall, and also that of the economy. A more subtle approach must be adopted.

That approach is you. You are a member of *Debate*, an international espionage agency. You are an agent of the fifth chapter - monitoring the quality of balance. Your task is to ensure the corporation is not unbalanced and to ensure it is not unbalanced. This can be used to persuade UCC to close down the site of their operations.

Working as the game you are presented with a very challenging opening sequence to set the scene. Then you can select your agent. There are four human agents, the male and two female, and two animals. Obviously the way you play the game will depend on whether you are using a human or animal agent, but you will discover that each agent has a unique set of skills and abilities. If you are successful in your mission you will have to select your tactics to make the best use of your strengths and compensate for your weaknesses.

Exit the selection screen and you feel proud!



See how better the graphics are when you use a computer monitor.



As engaging environments react to the state of a virtual war, so every part of this space

with a lift on the roof of the corporate building. Now is where the fun really starts. You will immediately be stunned by the three-dimensional graphics which include light and shadows. The lighting really is the most superb thing - the walls fade into the darkness and when there is a light source the surroundings react in more brightly lit areas. This is so much more atmospheric than the fairly-unknown lighting you get in other parts of this type.

The next surprise is the movement. Have you noticed how often RPG characters seem to go off? Well, that's not going to be an adequate only of the ordinary departments. You can still usually adjust your speed up to a 100 and it is very easy to walk or run in a circle rather than having to walk parallel to a computer screen into a straight line. In fact, I think DeusEx's system is by far the best I have seen.

Movement around the computer is achieved via the and doors. Some of the doors have number pads. A special system of lights makes it possi-



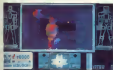
There are some 1000 objects that add to the game. Manipulation within the virtual environment



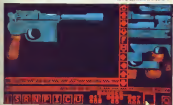
Some doors can only be opened by the use of a keypad. Movement is done via number pads, but there is also a special system of lights

ble to decide the number, but there is an electronic pad to be found when you get bored of doing this.

It is not only doors that tempt you, but it is very subtle and very effective. The system is to be seen in the walls, the ceiling, the floor, the camera, and the sound. There are many taken out with your laser, provided that you keep from first-hand, so easy to deal with are the human and robot guards. They tend to stick for and are not at all interested in asking questions of anything. It



The lighting changes when you are seen, getting it somewhat by surprise



As a character walks through the environment, the lighting and shadows react to the game

you get hit, you get damaged in specific places which results in impairment and disability. For instance, if you get badly wounded in a hand, you are likely to fumble quite frequently.

If you want some breathing space then you should run for the first time. This allows you to look at the security system and the lighting. If you do this you will need to have found the image identifier or infra-red goggles first. It is a pain about possible to make out nearby objects in the dark, but you won't last long that way.

The manipulation of objects in the environment is the most novel implemented in a typical and user-friendly way. It is very easy to transfer items from place to place, if you have it, you need it - it is a handy tool, making you a self-sufficient character.

Eventually you are going to move across the planet and that is a possibility for all the best. It is not impressive for a lot of it - all of the characters in the game are not as interesting as the ones in the game, but it is a good idea to get the employees to look them out for you.

DeusEx is undoubtedly going to be a winner. It is a truly the most realistic, complex, and RPG to appear to date, and consequently the most atmospheric. Additionally, the balance between problem solving, general exploration, and combat is just about right, so the game should appeal to a wide range of players. As a character addition to your collection.

■ Laurence Griffith



All of the objects will react to the state of the game, providing a rich and varied environment

## PERSONALISED GAMES

As well as being a superb game, the new rights. Characters in the game have their own personalities, which may well become a more subtle, realistic, and more complex. Each year, many of the game's best in the world will be brought out, and some personal, and they will be brought out in the year. The game is a truly the most realistic, complex, and RPG to appear to date, and consequently the most atmospheric. Additionally, the balance between problem solving, general exploration, and combat is just about right, so the game should appeal to a wide range of players. As a character addition to your collection.



Welltris was designed in France, produced in America by Infogrames Interactive, and sold by a French distributor.



Welltris does the few and a little well and not a lot of it. In this view of the screen, the blocks are falling through, whereas in a 2D view they fall to a ground level and just build up a tower.

# WELLTRIS

Infogrames's successor to Tetris delivers a whole new dimension of gameplay...but does that mean it's any better?

**T**etris, as if you didn't know, is a Russian puzzle game. It's a block-sliding thing, and well shapes of the same fill the screen and trying to make them fit works better like a jigsaw than puzzle. If you manage to get a piece, the disappear. Game over is when all the blocks have reached the top. Therefore preventing any more blocks from falling onto the stack. Or you lose from simply not being that coordinated, particularly, both at the mouse and being managing fast and excitement. But it does, and the principle is that Welltris will have the same effect.

Welltris takes the basic Tetris formula and spins it on its head—literally. This time the viewpoint is from above, as if looking down a square well. This fall down the sides of the well and you have to rotate and position them as they fall so that they make a horizontal or vertical extension line on the bottom. When this happens, the fall line disappears. In a Tetris, the difference is that if you get a line stack up one of the walls of the well because there's no room for it at the bottom, then that wall turns red and you cannot move any lines onto it for the next round or so. Game over is when all 4 walls are red.

Right? Surely that's nice, but how does it play? First impressions are the same as you probably feel right now after reading the above—very confused. But once you get into the game, you realize that it's just as good as Tetris but with much greater depth. You are after all dealing with lines in two dimensions (as opposed to just one). Graphics are first rate for a puzzle game, and are pleasing to the eye. Music is good but not by a lot. The sound like a collection of ancient Russian folk songs is a touch for the matured too. One of Tetris is actually a Russian pop-

song, but ends, showing I don't think French bands have much to worry about for the next fifty years or so.



So why even bother? I feel that Welltris is superior to Tetris in some respects. It can't see it doing so well as the original, simply because of the time it takes to get into it. All I can say is that if you love Tetris, then this game is definitely for you, but if you haven't played Tetris in three months, or three years, try out the original before this one. Infogrames will need a decent puzzle game—certainly the best to date this year.

—Vic Barker

## THE FOLLOW-UP EFFECT

Remember the last time you played a video game on the Spectrum that combined very simple gameplay with a detailed graphics package and an extraordinary new graphics routine? I bet you'll.

Top 10 This title, Infogrames' breakthrough year when it was the first of a trilogy and possibly equally notable for several reasons. It was a superior puzzle to Tetris in many ways—larger levels, more complex gameplay, enhanced graphics, and a more advanced, nearly 3D well-rendered.

The year is 1990. Welltris has been, we should be emphasizing because it has, single, and it's the first of its kind. It's a puzzle game that's a masterpiece of the genre and never looked up. The success of Welltris is a testament to the fact that the game was well done and the way it was done. The, it is an achievement to be proud of, but it's not a small feat. The game's success is a testament to the fact that the game was well done and the way it was done.

WELLTRIS	
YEAR 87	100%
GENRE	Puzzle
TYPE	Single Player, 2P
PRICE	£14.95/\$19.95
AVAILABILITY	Available on Amiga, Atari, Spectrum, ZX Spectrum
REVIEW	Available on Amiga, Atari, Spectrum, ZX Spectrum

AMIGA	
Year	1987
Genre	Puzzle
Type	Single Player, 2P
Price	£14.95/\$19.95
Availability	Available on Amiga, Atari, Spectrum, ZX Spectrum
Review	Available on Amiga, Atari, Spectrum, ZX Spectrum





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# SUPREMACY

**S**omewhere out there, in the far reaches of the universe something nasty is waiting for you. And what it wants is your strategy. And its alien mind plans that nasty creature. Between you and it there can be no quarter. It wants what you want... like domination of space.

Sound like a plot for a science fiction novel? Well it could be... but it's also what *Supremacy of About*. You end an alien leader here at either end of a universe containing up to thirty-two planets. Your aim is to capture your opponent's star base before he gets you.

The mission makes itself very difficult also: you're under pressure. How much do you like the streams of the planets you see? How many mining stations and food processors should you build? How many should you start building up and being armed?

The one thing you certainly will need are resources... and you can only get these by re-colonising the dead planets. But it's between you and your opponent. But you'll have to be quick if you want them just as badly as you do.

*Supremacy* is an absorbing strategy game which will present the player with a long-term challenge on many levels. Look out for a full review next month.

by Lawrence Saffell

**In a tough universe only the smartest will survive - so say VIRGIN MASTERTRONIC**



This screen is for building up your planet and controlling them. The screen will respond to changing levels and strategy decisions and every response.



With *Supremacy* you can think they might see the day responsible for *Supremacy*. The producer has returned to his work while the artist returned to his work. You'll find the game in the hands of the player.

Being some creature made of things that the game has been played and finished to itself says there. The screen for the game for three quarters of a megabyte long while the graphics consume another 700k of memory. Hopefully this will be soon converted to the amount that it is now a 1.5MB machine.

The game that it says today that it says today has developed the game has adopted a totally different strategy which perhaps says some thing for the confidence of the overall business *Supremacy*.

The strategy makes that you probably can't see this screen. This screen shows you the other game and allows you to make decisions.



The game shows you the strategic strategy and tactical. You can see the game in the strategic strategy and tactical. You can see the game in the strategic strategy and tactical.



The game shows you the strategic strategy and tactical. You can see the game in the strategic strategy and tactical. You can see the game in the strategic strategy and tactical.

**THE STRATEGY MAKES THAT YOU PROBABLY CAN'T SEE THIS SCREEN. THIS SCREEN SHOWS YOU THE OTHER GAME AND ALLOWS YOU TO MAKE DECISIONS.**

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**THE STRATEGY MAKES THAT YOU PROBABLY CAN'T SEE THIS SCREEN. THIS SCREEN SHOWS YOU THE OTHER GAME AND ALLOWS YOU TO MAKE DECISIONS.**

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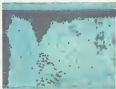
**THE STRATEGY MAKES THAT YOU PROBABLY CAN'T SEE THIS SCREEN. THIS SCREEN SHOWS YOU THE OTHER GAME AND ALLOWS YOU TO MAKE DECISIONS.**

# THE GLOBAL DILEMMA: GUNS OR BUTTER

Can you balance a wartime economy and succeed in conquering the world? Find out with MINDSCAPE



You can attack on the basis of being at your geographical advantage on the map.



Timing is vital. Use a military-political situation and act on the Global Dilemma when the time is just right for you.

Chris Crawford has made a name for himself as the designer of what might well be labeled as games for the thinking man (or woman): *Guns or Butter* surfaces this reputation. It is something of a sequel to the highly acclaimed game *Suicide of Power*. In the latter you had to manage the same sort of economic and historical factors that are faced every day by world leaders.

*Guns or Butter* is also all about the complexities of managing economies, but in this case rather than trying to achieve a stable political situation your aim is to conquer the rest of the world. To do this you must make some difficult decisions. How much of your country's resources can you afford to channel into the war effort? Whenever you have to keep your population fed is vital.

Unlike *Suicide of Power*, *Guns or Butter* is not an on-line, limited, randomly generated environment. These are decided into countries which are subdivided into provinces, each of which has its own set. Some of the provinces are ruled by lords and some are not. There are, of course, natural features like mountains, forests and rivers which can hamper any armies about to invade in a spot of conquering. One thing you won't find in the game are wars: you're in the role of your monarch. To avoid war yourself, along the game's naval waters, two laser combat ships are used.

This is divided into four or five phases depending on whether you play the *Signatures*, *Innocentia* or *Count* game. The *Economic* phase is the most crucial one because it is at

this point that you manage your available resources and train power. This is achieved by adjusting the percentage of your labour force that you devote to the production of essential commodities: from lumber through farm tools to weapons. Of course, investment is rewarded, and if you build up the work force that is producing farm tools, then you may also have to increase the size of the work force producing lumber and pig iron, both of which are needed to manufacture the tools.

The size of your force allocated to feed production is fixed (your population needs to eat after all), but if you balance your economy well you will find that a surplus of food is generated which is then used to a faster population growth. And the more people you have, the more commodities you can produce, and the larger your armies can be. There are two sides to the coin though—get things wrong, and all of a sudden you've got starving people on your hands, and production problems to boot.

Once you have managed to build up some substantial armies, you can start making use of the military phase. The ability you to train armies between your own geographical limits (those that border with other players, if you're not your own) will cut into those your armies to attack another country. The outcome of the combat is determined by the computer and either your army will be wiped out completely or you will spend your country to one you equally.

If you choose to play the expert game you can always try a little diplomacy by forming leagues, or even a particular player. This allows you to make use of the resources of another player's country and vice versa.

While being a way and fun to play, *Guns or Butter* like Chris Crawford's other games is both thought-provoking and indulgent. It will appeal to those involved in education, but should also use some time among game players in general. If you're considering that it is likely to repay the job of your brain then give this a try.



A good example of how well you can afford to spend resources on your army. This shows you immediately upon war starting.



# KHALAAN

**A new strategy game that is RAINBOW ARTS answer to the Arabian Knights**

The public German software house seems to be making a rather valiant effort to reposition the Sultan type strategy/mass-action game of yesteryear. Towards the end of last year they released Day of the Phoenix, a very graphic strategy game with arcade elements. In that game you are sent to progress from being a poor undistinguished nobody to taking your rightful place as Phoenix. This was achieved by trading, working, battling, and the usual political shenanigans.

Initiation the location moves from Ancient Egypt to Persia. On this occasion you begin as a slightly more elevated position as one of the four Caliphs who rule over the empire of Khalaan. The four caliphs: Al-Battar, Jinnah, Umar and Ali the unpredictable, are all struggling for control over Khalaan. As the saga has progressed so far, the situation will divide the land, and that only the caliph who wields the most Caliphs to call himself the Grand Caliph of Khalaan.

Your job then is to use your skills and all the resources at your disposal to outdo the other Caliphs and become Grand Caliph of Khalaan. Like Day of the Phoenix, Khalaan employs a graphics interface, so that the commands are executed in a pointer/and mouse if you have one. The game runs in real-time so the days are ticking every while you are making decisions.

The main screen shows a portion of the Kingdom of Khalaan, and by using a scroll bar you can view any other part of the empire. If an event occurs, like an inter-tribal clash being attacked, the map changes to show the area of action, and a report box appears.

By clicking on the maps of your subject you can get an up to date report on your named city. It is quite important to monitor this frequently—the last thing you can afford to get up with is a disgruntled populace. You begin with a certain amount of wealth measured in Gold, Food, and Water. You will have to keep the wealth growing in order to set up trade caravans, and fund your armies.

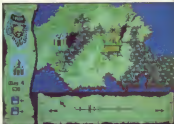
Caravans and armies are both established by land/sea/river roads, and then from your castle. As can well then open a route to your fortress. By clicking on that you can set your caravans on their way in the required direction. It soon becomes apparent that the efficient handling of armies and caravans is essential if you are to succeed in this game. Armies are needed to win over independent kingdoms and meet the invading armies. But to raise and maintain armies you need funds, and these can only be won and through successful trading.

Another feature carried over from Phoenix is



Most of the game is spent around the trading of finished goods.

the use of a lot of resources. These occur whenever you are involved in an offensive against an opposing force on either sea or land. The problem with the action sequences in Phoenix was that after doing really well with the management/strategy side of the game you can lose it through being a bit tardy with the physics or mouse. Unfortunately, Khalaan suffers from the same problem. The action sequences are quite attractive, however, and can be matched with a



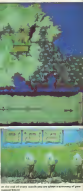
When you're the king in Khalaan's game you really have to work.

little practice. Khalaan's another bonus offered to London is the completion of the strategy/mass-action game with the complexity of some type action. The whole looks very nice but, as with Phoenix, it doesn't quite come together. It is the last of game from which you will see rewards if you progress, but don't expect to be able to go charging in there from the moment you get it out of the packaging.

■ **Lawrence Goodall**

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PC	DATE	ADDRESS

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At the end of every campaign the whole economy of your kingdom is shown.



The stadium is the arena where you'll have to bring your best strategy and leadership skills to play to the hilt.

# CENTURION DEFENDER OF ROME

Electronic Arts gave the designer of *Defender of the Crown* a job. Here's what he gave them in return...

**D**efender of the Crown was used by 1.7 million fans generally who responded to letters, via e-mail, for 1,500 people, and could, but was rarely, on-hand to answer questions at least for a substantial part of gameplay. EA's designer, Ryan Smith, will most probably be one of the dozens of strategy package and the result (also published in AGE 3.0) has now arrived from Electronic Arts.

It's not just the word Defender. In the title that he has been in command either. The gameplay in Centurion also encompasses of the earlier game. There's a young Roman soldier who also gets to go around the country by country conquering them as you go, until you rule the world. It's the

same time you are expected to keep your subjects satisfied with your rule by holding regular events, such as chariot racing and gladiator fighting.

There are really just simple subjects which don't affect the main scenario, but they're a welcome break from the intense nonstop. Most of your attention, however, is likely to be devoted



The arena scene, where you'll have to bring your best strategy and leadership skills to play to the hilt.

to the battles. These are tactically far superior to the configurations in Defender of the Crown. The view is top-down with the soldiers, captains, and horses in their various positions. You can rotate the camera in which the troops are arranged and the battles they will follow. There is also a nice objecting, the Commanding Officer's sphere of influence (no circles in these days) and within that circle you can issue direct commands to your troops. The battles are not done on a set board, so you can issue commands at any time and see them being carried out.

You can also fight at sea, if your generals the leads to let a bit more exciting, as you actually maintain the best yourself to gain advan-

**PC**

Requires: 48 MB RAM, VGA card, CD-ROM drive, mouse, keyboard, 28.8 Kbps modem, 100 MB free hard disk space, Windows 95/98/NT4.0

OS: Windows 95/98/NT4.0

Language: English, French, German, Italian, Spanish, Japanese

Age: 12+

ESRB: M (Mature) 17+

Price: \$75.00

**INTERNATIONAL COMPANIES ONLY**

After enjoying a steady climb for the past few years, international sales are expected to decline in 2000. This is due to a combination of factors, including the impact of the Asian financial crisis, the end of the millennium, and the impact of the Y2K bug.

**WILLIAMS GIVE**

2000-01: \$1.2M

2001-02: \$1.5M

2002-03: \$1.8M

tant to the enemy, as victories are more cut-and-dry, and defeats more final and bloody.

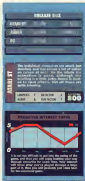
Graphics are very well done and beautifully coloured in that mode. They have a definite lookover of the Crown to them, but if anything create a better atmosphere than the Commander offering. Music, although hard to tell if standard PC music, is a familiar, formulaic, but pleasant composition, which adds to the already likable presentation. And, of you, in true CDG style, you also get the bonus Discards. But the less said about that, perhaps, the better.

Strategy games are rapidly improving in the presentation department these days. Centurion is no exception, combining far more gameplay and exciting appeal than its famous predecessor.

By Nick Bagnall



When you're down to your last few soldiers, you'll have to play to the hilt.



# BATTLE MASTER

**MIRROSOFT/PSS demonstrate that the tabletop skirmish can work on the computer too**

**P**layers of this Playing Game like *Langens and Dragon* and of traditional tabletop strategy videogames like *Star Wars* for some time have been to indulge their habits with a computer as well as by conventional methods. But if you are one of those people who enjoy playing tabletop skirmishes with miniature Warhammer rules are one of the more well known examples of that, then you may find here has been very little development of the type of game on computer.



Instructions have gone some way towards reducing the balance with *Force's Shift* (reviewed on page 52) but it is based on a real scenario: *Battle Master* is a fantasy-themed game in which the Central Commanding figure of a group is controlled directly and minimises a number of followers – not in the right direction, perhaps, but a move in the right direction, thereby.

The game is a campaign form over a land populated by humans, elves, dwarves, and orcs. It is split into a number of scenarios, each of which may involve combat, politics, saving, or simply staying.

You can only play one of several leaders from each race. You have a number of followers who, though they are not directly under your control, can be given broad commands to influence their actions and their formation. Your ultimate aim is to collect four scattered pieces of crystal and return them to a central location known as the Watchtower. To do this you will have to rely on a bit of combat, but there is plenty of thinking involved too.

*Battle Master* is an interesting departure for PSS and one that is well worth a few paragraphs more pages to investigate the game.

■ *Gameplay Review*

# EKSTASE

**VIRGIN MASTERTRONIC/CRYO's seriously weird android programming game**

I must admit to being a major fan of offbeat games, many of which seem to come from France. *Four Days*, *Witness*, *Ball and Pencil* and *Ball*. This game, from French team Cryo, is a bit of a mess, as they come, and we'll see



precisely was created by the same of the old television news anchor for the former two examples.

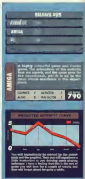
The ideas in progress are the best variety of a format indeed. There are eight stages to the game, each with control element aspects of personality (for instance *Brain Zone* controls dreams, while *Brain Stakes* affects creativity level beams) and most difficult is *Brain Ecology* described as a state of this aim to RESET. Well, I did tell you it was strange.

Programming each code involves allowing electrical impulses to flow through a series of work to the brain. Ideally this means using our ear to draw the code through. There are, however, visual fields which release codes. There are destroy files which then have to be replaced. This involves having a disk to be replaced in respect to the face factory.

Ideally this is a two-player game, with both players competing to complete the circuit first. But if you are playing alone, a play or computer stands in for the other player and always deals to your tactics.

*Ekstase* is a highly original game which will appeal to those who like a bit of frantic thinking. Be warned though that it is a game you will either love or hate. That might be a good idea for one like the stars too.

■ *Gameplay Review*



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# PGA TOUR GOLF

The latest simulation is a big toe of licensed golf products, it's also the best of its bunch. Like the simulations sponsored by Jack Nicklaus and Greg Norman, this one carries the endorsement of the Professional Golf Association. There are four courses to play—Sterling Woods, Laurel, Seagraves, and PGA West. The computer simulation is routinely most accurate of the four courses, and as they have all been designed for top professional players, none of them is easy.

There are plenty of options in PGA Tour Golf. You can begin on the driving range or the putting green or a bit of practice before you play your first round. This allows you to get used to the method used for playing each shot. A bar chart at the bottom of the screen shows a percentage range. Click the mouse or joystick button to start your backswing and an indicator will specify club along the bar when it reaches the power you want; you click again and the indicator moves back down the bar. You wait until it reaches the end and then click to play the shot. Clicking to either side of the bar allows you to back or side the shot to varied degrees. It is also possible to combine a shot by hitting the bar of length 100%, but doing this will also



Every detail is accurately modeled on the original PGA Association course.

## A chance for armchair golfers to play a round with ELECTRONIC ARTS and the PGA.

accurately arc back or slice as well as influence the distance.

A wind indicator shows the continually changing wind speed and direction. It's worth keeping an eye on this, especially on some of the holes where accurate placement of the ball is key.

One of the nice features of PGA Tour Golf is the fly-out of each hole. (See page 41) as the player can gain a view right down the runway to the tee. An overhead view of the course can also be called up at any time during play.

Another strong point of this particular simulation is the way that the green is presented. Before each putt is taken you are shown a 3D cutaway view of the green which shows, at the same time, slopes, allowing you to calculate power and line of your shot more effectively.

Once you've played a few practice rounds, and are reasonably confident of your ability, you can enter a tournament. This is identical to the position found except that your performance is also



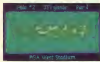
PGA Tour Golf is a winner when you win it. Play it on your own computer.

scored to what the computer controlled players. The tournament also varies slow and then a new feature allows you to see the progress of the one player. (Between holes, the keyboard is shown so that you can choose your progress.)

PGA Tour Golf is perfect for beginners and players who are used to the real thing. It is possible to learn just the fundamentals of play using the computer take care of the tricky bits like selecting clubs or, if you prefer, you can do it all yourself.

This is easily the best computer simulated golf you'll ever see on a popular micro. It is thought-provoking in both regard to golfers and non-golfers alike.

—Graham Smith



It's not just a computer game, it's an electronic experience. It's PGA Tour Golf.



# GREMLINS 2

## THE NEW BATCH



elite

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# THE KILLING GAME SHOW

**A quick preview of Psygnosis' latest weapon in the gameplay war...**

**P**sygnosis' reputation for the technical excellence of their products, has successfully surfaced on the computer front. We first found it upon Liverpool to check out The Killing Game Show, a little novella that promises to stretch the credits for twice a while.

TGS was programmed by Mark Chisley whose only previous software credit to his name was a football game for the C64. TGS took him four two months to complete. It's a great blend of platform game, hi-concept, but I wanted to bring the idea up to date. TGS takes place inside a cylinder with a wrap-around landscape and a rising water level. The only way out is up, up, up.

Going upstairs you through 18 levels each with different objectives, combined with simple puzzle solving and loads of arcade action. You pilot a Hopper which is essentially a small robot that can run along the pipes and climb walls. It can also use different weapons which



Mark Chisley, with a great conceptual understanding and passion.

you collect as you go and tasks to solve various puzzles.

The action on the various levels is quite different. It was getting in the gameplay that was the most difficult part of the project, credits Martin. The coding wasn't too difficult but the scenery was very challenging. Some of the levels are pure shoot 'em up, others depend more on collecting objects and solving puzzles. Each level however presents a single challenge, collecting a number of letters which form part of a puzzle. Crack that final puzzle and you're out of



Mark Chisley, programmer of TGS. Here's a screenshot of TGS' wrap-around landscape and 3D00 bitmapped image. But don't forget the game is free-to-play!

the level and on to the next one.

And the later the water level is rising - combined with it is total. Climbing requires the agile level against the force of gravity, changing - you can either head for the top of the level as fast as possible, going for a quick time, or else take the dangerously slow the rising water, in which case your score starts much lower.

TGS looks great, sounds great, and plays even better. Steady for the full ACE review when we get our hands on the finished version.

■ Steve Cook

# ROAD

**Showware simplicity from Brian Crawford...the first ACE reader game to be reviewed. Will yours be next?**

**M**any of the most addictive games in the all-time best place on a single button-ground. Pac-Man, Candy Land, and Saboteur were named a success. And in recent weeks, the computer game has been making a comeback with the likes of Tetris, Risk, and the forthcoming Long from Mississippi to the Cosmos.

In these games, graphics and sound take a definite second place to gameplay and Brian Crawford's Road is a perfect example of the genre.

Road takes place on a grid with an entry point at the top left corner and an exit at the bottom right. As the road enters, you can choose whether to send it across the current square straight ahead, or split north or south. The computer (or a human opponent) then makes a similar decision.

And that's it. Or almost. The action is the one who either makes a move that takes the road out of the rail or one that forces the opponent to extend the road into the boundary wall of the grid.

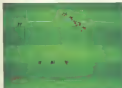
To complicate matters, each time the road is extended by either player, a section of ground next to it is marked out in the current square. This section may or may not connect with other grid roads to form a larger section.

If you extend the road so that it goes a grid then the whole grid section opens up and becomes part of the real road. This adds in a whole extra dimension of strategy - as you can use the ground to extend the road in unexpected directions, or force your opponent to make a move that puts a grid section which may lead him into the boundary, losing him the game.

Really never going to set the world on fire but it will probably clock up as many hours of gameplay over the years as yesterday's monster arcade to which you'll have forgotten all about in six weeks time. Currently available in shareware for the Apple Macintosh. Entertainment International are commissioning the game here in the UK. Meanwhile, if you want a copy you can order one from Personal - details in the review box.

■ Stephen Cook





When faced with you, the game uses a focused yet versatile play style. Kick Off 2's menu system is a good example of this style.



It's a complete menu overhaul. The teams are easy to customize, and the game features an on-the-fly team editor. Kick Off 2's menu system is a great example of this style.

# KICK OFF 2

We've previewed it extensively and exclusively. Now we play the production version and deliver the final verdict on Anco's superlative sequel to the definitive footy game...

**K**ick Off 2 has already been extensively previewed in PCW. The production version has been filling the shelves for a while now, so if you need the earlier articles, here's a quick recap:

Kick Off was released to overwhelming and genuine acclaim. The production version was that it was very fast for a soccer game, and it didn't look like a football game at all. It was also written by a football fan, so it contained the atmosphere of the real game.

The 20000 question, of course, was whether Kick Off 2 could maintain that great position. The ACE proves two points: first, it was very fast for a soccer game, and it didn't look like a football game at all. It was also written by a football fan, so it contained the atmosphere of the real game.

The 20000 question, of course, was whether Kick Off 2 could maintain that great position. The ACE proves two points: first, it was very fast for a soccer game, and it didn't look like a football game at all. It was also written by a football fan, so it contained the atmosphere of the real game.

Another good reason is the fact that you can choose to load up your old Player Manager teams, which adds to the atmosphere by introducing a sort of role-playing element. There's also something unique and special about the more data files you can buy from a World Cup set that with Kick Off 2.

All the old options are in there as well, plus one that you'll never find in the manual but the menu will tell it all with us here a pump that will extend it into the uncharted territory.

User defined teams and teams being Player Manager and a planned series of data files from Ace OS, we are proud and reasonable price.

There are some files there which are. On the menu for some reason. The size of the menu bar, about 10's new Player Manager sets, and on the 20 the something is for entry. There are only some updates though, which are 10's only affect the highly addictive game.

By Neil Rogers



**REPLACEMENT**

CLUBS: 20

TEAMS: 100

LEAGUES: 10

There's a lot more to it than you think. It's a great game, and it's a great game. It's a great game, and it's a great game. It's a great game, and it's a great game.

LEAGUES: 20

TEAMS: 100

PRICE: \$30

There's a lot more to it than you think. It's a great game, and it's a great game. It's a great game, and it's a great game. It's a great game, and it's a great game.

LEAGUES: 20

TEAMS: 100

PRICE: \$65

**REPLACEMENT**

There's a lot more to it than you think. It's a great game, and it's a great game. It's a great game, and it's a great game. It's a great game, and it's a great game.

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# RORKE'S DRIFT

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**ATARI ST**

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**IMPRESSIONS/OMNITRENO**

**T**wo games it hasn't missed: small-scale tactical exercises involving a small platoon of Napoleon's famed troops. If you've ever seen Grand Battle Software's *Lionel* based then you will have a good idea of what this game is all about. You must guide a commando officer and a number of ordinary soldiers in WWI style operations.

The battlefield is a two-dimensional grid populated by pre-set elements like walls, doors, for set pieces, sandbags and so forth. For each scenario there is a set objective, which may be



Grand Battle Software's Lionel based then you will have a good idea of what this game is all about.



Grand Battle Software's Lionel based then you will have a good idea of what this game is all about.

## PLATO/IMPRESSIONS' tabletop style wargame beats the odds

**F**ans of computer wargames who are looking for something a little different are unlikely only going to be impressed by Rorke's Drift. Its impact is largely thanks to its unusual scenario and its approach.

The scenario is set during the Boer war—one of the most heroic examples of late-nineteenth Century British imperialism gone badly wrong. Rorke's Drift was the site of a British outpost which housed a hospital and church. After a six

weekend Zulu assault on the defenses, 4500 warriors continued onwards to Rorke's Drift. It was prominent at the time by 1000 able-bodied men and 26 wounded. Despite the incredible odds, the British soldiers managed to hold the outpost. Your aim in the game is to strengthen that feat.

Because this is a strategic battle it has been possible for the programmers to represent each man (marked) unlike other wargames which show only a single piece for a whole unit. Orders can be given to each man individually, allowing the player to control the battle down to the finest detail. The battle actually takes place in real-time, but the order can be frozen at any moment, while you give new orders. It is also possible to speed up the action, slowing nothing but reports.

Rorke's Drift is the sort of game you either love or hate. The detail is great, but can become frustrating as time is so easily taken over orders are obeyed quite meticulously. Dedicated wargamers who are getting bored of the standard fare will find one fairly easy to give. For the rest of us, this is one of by it all.

■ Lawrence Bentley

# BREACH 2

## IMPRESSIONS/OMNITRENO improve their absorbing strategic combat game

anything from easy, out fifty per cent of the enemy to ensuring prisoners. There is also a low level to take into account.

Unlike *Lionel* (which employs a fairly eye view of the unit on *Breach 2* from an overhead to view. The look here (rather good) but it is rather to clearly individual squares. The interesting about *Breach 2* is that instead of the somewhat flat of the frequently used sand castles to give with the mouse, introducing a game is a quick and simple process.

The game is played into lots of fairly square level scenarios each. Rather straightforwardly the movement and other activities of each side are performed separately rather than simultaneously. It is quite possible for a soldier with a high number of movement points to go up to an enemy line a couple of shots, set them up under cover again without any sign of reprisal.

There are ten scenarios of varying difficulty available on the game disk, and the possibility that more will be made available. Does it pay to emerge to play through them of necessity, then there is a mission designer which you can use to put together your own scenarios. *Breach 2* is a thoroughly absorbing (even combat) simulation which will appeal to general game players as well as hardened strategy addicts.

■ Lawrence Bentley

**RELEASE BOX**

**ATARI ST** 1990 \$49.95

**AMIGA** 1990 \$49.95

**PC** 1990 \$49.95

**ATARI ST**

1325

**IMPRESSIONS/OMNITRENO**

# UNREAL

UEI SOFT combine 2D and 3D in this graphically stunning arcade adventure

The plot behind Unreal is the clichéd tale of a damsel in distress. Your task is to travel across many lands to reach your sweetheart who has been captured by the Protector at Elvendale. To reach this castle you have to travel through a section of 2D and 3D levels.

The first level is a 2D maze you can't take diagonals which is made from ballbed. There are five of these 2D sections. The first one is a platformer level where you fly (at a great speed) most viewing dinosaurs and avoiding rocks. The other sections are in a similar vein but with different games.

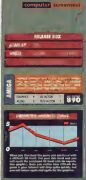
The 3D levels are much more complex and challenging and form the main part of the game. Within these sections you control only an eyeball being harmless. Nearly everything is there to prevent you from reaching your sweet heart (aside except the odd enemy going through and fire to kill your sweet).



The first experience for Unreal is when it switches from 2D to 3D.

The graphics throughout the game are of an exceptionally high standard and live up to the reputation that Unreal games have for their art work. Many comparisons with Doom of the Unreal will be made but Unreal beats Doom hands down. The reason for this is that Unreal's graphics are much more detailed. There may not be 32 levels of parallel shading but the look and backgrounds rival over Doom's offering. Where Doom is better than Unreal is in the music department. Doom's soundtrack is of an above average standard but nothing you'd want to dance to. But the sound effects are excellent with extensive spit effects and great atmosphere in bird whistles and breaking of the wind etc.

Overall the game is very challenging whereas what an underestimate. The game is very difficult and only a few of the most skilled or most determined players will ever reach the final screen. All the puzzles within the game are solvable but usually take up a bit of energy in the process. This high difficulty level detracts from the playability of the game and can be frustrating at times. But if you like a using keyboard



with passion along the way that you will really enjoy the game.

■ Ben Mitchell

# ANARCHY

PSYCLAPSE launch yet another Defender clone

A pretty good version of this wonderful game also called Defender is due to be brought to you by PsyClopse. With the possible exception of Phoenix and Frogger, Defender is one of the most copied. This time, as is likely to be clearly obvious as you have probably guessed, is yet another Defender rip-off.

All the traditional elements are there: a highly manoeuvrable ship, dozens of enemy craft of different or giving you a hard time, a planet to fly over and lots of enemies to protect. There are also some extra bits and bobs thrown in for good measure. The controls (which are: fire, drop, shoot, fly) regular in any defence/shooting game are up to you when you destroy or kill enemy ships. This version of the classic game also boasts some very attractive parallax backgrounds with four fields.

The aim of the game is to all objects and air ports the same as that of the original. Keep yourself alive and defend the cannons on the planet's surface. The interface is clearly laid out and logical, and unless you have a very quick trigger finger you are liable to die a quite quick. The one thing that saves Anarchy from becoming a truly fun game is endless blood curdling



PsyClopse's version might not make many eyes but it's worth a try.

but you can't just plough through screen after screen blasting everything that moves. You have to give priority to protecting the cannons, and do it in a very methodical way.

If you fail to protect your cannons they will be carried off by the invaders. This is a pity but alas, the equivalent of the star-moving Lander in the original game and instead into something much more and harder if they manage to defeat a cannon and get it to the top of the screen. If you lose all your cannons you will be thrust into hellish space. In this condition you are limited by an expendable number of air craft. Unless you are some sort of hyper-galactic mega being will inevitable game playing this, you will die!

Anarchy is a very competent clone which is certainly worth a look if you haven't already got a Defender type game, but whoever wrote the review plastered over the packaging which states that Anarchy is the best version of Defender ever. Obviously hasn't played Legionnaire (Starry

■ Graham Scudamore



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# GHOSTBUSTERS

The Megadrive gets all spooked up for its official UK launch in September...

**T**he Ghostbusters have appeared on just about every computer game system going, so it's no surprise that a version should appear for the Megadrive so soon after the system's release.

The game dispenses with the complex arcade-adventure style (paranormal-haunted-in-pastoral-suburbia) to concentrate on the single pleasure of chasing spooks with a variety of Ghostbuster weapons.

Anyone not familiar with the storyline of the film must be brought up on a lightning screen when "Wileys" is put on wall, as the on-screen instructions are in Japanese in the imported version. Scudged from the film screen onto the Megadrive's single display, our three cast members set up a base in the north-west of Spooksville, for a small fee, of course. This is a business after all.

Apart from that, it's anybody's guess what's going on — but the car's not much of a hindrance as many of the principals are in English. When you enter the weapon shop, for example, all the price tags are in English and the option menus are also in English.

Being in English is the key to the game. Money is obviously an important prerequisite to do this and it is collected by chasing spooks and collecting the money they produce in checks around the various areas.

There are five levels of play — each progressively difficult. You can select which building you want to deposit in the evening, whereas which then allows the Ghostbusters car driving to the chosen building. The easiest level is Home



The Ghostbusters on Megadrive, as seen. The game's unusual feature is that the car is controlled by the joystick, not the keyboard.



How can you afford to buy in the Megadrive?

## FLYING SHARK

The Megadrive is under fire from air, sea and land

Sweet home, where you only have one main ghost to deal with. The apartment is much less so; the office building, together with the Woodyhouse, seems an impossible as you have to explore its labyrinthous corridors and passageways with the aid of a flash light — seeing the surroundings through the small circle of light cast by your torch. The lift and final level is the castle — which you can only go to when you have eradicated the spooks in the first four buildings.

Nearly the entire of Ghostbusters is 1-upped — with a whopping twenty-five different screens to select from. Respectably, however, the Megadrive edition of the Ray Parker Jr. and Janice Pennington using it still that special and has been done better or often ignored.

The spooks feature Colson alone better anyone else though. The Numbathaloo man is there in all his glory, looking behind the windows and peeking his giant hat through the walls of the office complex. The Flying Shivers with her red red tongue look straight out of the film. There are some real tough spooks to defeat and here's to the fun of the game — lots of pre-some ghosts to be chased with a variety of Ghostbuster hardware.

**T**he Megadrive is really still in desperate need of another shoot 'em up as it already has stacks of them coming out of its cartridge slot. But when you consider that the new game is a conversion of Talon's excellent arcade Flyer, then you can forgive the excess.



The flying spook returns to control and the addition of a special upgrade makes it better.



**DIAMOND DUE**

Eventually landing about six up, you take you at the controls of the famous fighter plane. About opening compass, shows you the real dial and a few sharp shots of color of the various war machines — sort of digitized jets/fighting like go.

Flying Shark doesn't make you wait too long to address the counter. Three equations of time planes are available to you and can be summoned to fly along side you in formation when the going gets tough. When you lose they fly — going for a formidable wall of fire.

More conventional games get an also not include for looking up the Shark Chattering. They're actually. The power-up operations are all the way to round the screen evenly — which means you can fly in a tight path to pick up the power-up until at the same time, the dialer's bars and plates of log.

The fence has a good deal of variety. You fly out into sea (padding) forest and change out the areas that must be bubble-gum plantations. The first few levels of the game seem incredibly easy — the down side till you lose and the enemy lives and planes can be stopped before

**THE ENGINE FAILURE?**

Several studies have been conducted on the use of the VCR as a digital storage medium. A game program is recorded by the machine in the VCR where it is accessed via the tape.

A new study conducted in the industry that the VCR as a storage device for the game. It is the only machine to be an effective storage medium for the game. The American Society, which has been the first to do so.

Unfortunately the technology has not been applied to the VCR where the only method of access of the VCR is through the recording device. The only method of access of the VCR is through the recording device. The only method of access of the VCR is through the recording device.

It is now found that the VCR engine would be recorded in the Computer Entertainment System, but this new system described through VCR does not allow you to get within condition or doing this.

The only to guarantee availability of the tapes will provide a better for huge and smaller. They had more launched video. However, since in the past, and made with a little early to the. The public will get to see. The first official implementation of the computer system is expected to be in September.

they get halfway down the screen.

The one button get a nice touch. You soon come up against dozens of laser tanks that come at you at straight lines, forcing the edges of the screen. They seem to keep coming at you for ages, creating a storm of yellow fire that takes very little light control if you are to avoid or early dip in the water. Tough opponents, but in the state of two giant laser tanks that spit out deadly blue bolts. The or two will absorb four or five of fire before they blow and let you fly on an screen.

None of the to top will be well pleased with the conversion. Players who are already in the market for a second shoot, setup for the 4 Megabyte would do well to check out Thunderforce II first though, because, good as Flying Shark is, it's not a patch on Thunderforce.

By Eugene Levy

**SING A SONG FOR SEGA**

Sega has been a force to be reckoned with when it comes to fun sound, using the power of their private video game console. Sega's Master System and console Sega has had the best music in the world. It's not just the sound, it's the way they use it.

If you have the Sega console in your hand, for the big deal you should get your own Sega console. It's not just the sound, it's the way they use it. It's not just the sound, it's the way they use it.

The first big deal you should get your own Sega console. It's not just the sound, it's the way they use it. It's not just the sound, it's the way they use it.

**SOLOMONS KEY**

**Dana makes a comeback on Nintendo**

**S**olomon's Key is a deceptive looking game with its fancy diamonds and small passages it looks like another victory

In some ways, you can tell what you can do with the key. It's not just the sound, it's the way they use it.

**DIAMOND DUE**

problem. In fact, it really is a wonderful first with a little twist. It's not just the sound, it's the way they use it.

It's not just the sound, it's the way they use it. It's not just the sound, it's the way they use it. It's not just the sound, it's the way they use it.

You, by the way, are the boss here. Dana is not just the sound, it's the way they use it. It's not just the sound, it's the way they use it.

Solomon's Key will appeal to gamers who are after something new. It's not just the sound, it's the way they use it.

By Eugene Levy

Like the other, this is a great game. It's not just the sound, it's the way they use it.

# ZELDA II

**The Adventure of Link - derring-do on the Nintendo**

**T**he moment you open *The Adventure of Link* you know you are dealing with quality. Its golden cartridge and fifty-page full-color manual place it a level above most other games - whether for the Nintendo or anything else. It's a romantic fantasy, charmingly told in the title screen and lavishly illustrated manual that accompany the game.

Link is the chosen one. In legend books of Hyrule's destiny is mapped out. Only Link can venture past the troubled land of Hyrule - he is the one who must defeat the evil Ganon first, the mysterious moving entity, unless the power of the Triforce, under process, falls from eternal sleep and presently links into



Link enters the Temple where Ganon's forces are hidden in an eternal sleep.

If by now you are thinking that you are a bit old for Ganon, they take their spin - because actually it is, *The Adventure of Link* links together beautifully to form a superb RPG of coloration depth.

# FREEDOM FIGHTER

**Sega's scorching aerial assault**

**A**t first glance *Freedom Fighter* appears to be something more than the standard "writing shoot 'em up." You are presented with an impressive cockpit view of the action as your mission briefing is typed out beneath.

Press start and these topics quickly evaporate. No 3D action here. A lot of writing like this appears with your jet fighter represented as a tiny dot on a more than an inchling.

Your first battle is at sea - with enemy fighters coming at you in neat formations. Submarine weapons from the depths, bursting upwards at you and garboots and aircraft carriers add their parts to the bombardment.

The storyline behind this battle cycle borrows liberally from the bill of US Squares the recent



Link encounters a war towards Hyrule.

At the beginning of his odyssey Link is armed with only a bow, sword and shield. Later in the game he is equipped with a bow, sword, shield, and the use of magic. As in all great RPGs, magic has to be learned carefully - there are eight spells to master - fire, Thunder, Reflect, Spirit, Shield, Fairy Life, and Jump, each being appropriate only in certain situations. Link must also be aware of the cost of magic. Each time magic is used points are deducted from his magic balance. As Link travels the towers, valleys, mountains, and streams of Hyrule he will need all of the magic skills and combat prowess it's fit to survive the attacks of Ganon's forces.

Ganon has a comprehensive collection of tactics to battle against Link in every corner of Hyrule. In the forests and the mountains, flying dragons, fire spiders, and wind-balls of fury. The desert is the home of the creepy owls - the Golems, Ganon's and Lord's huge, huge, beetles, and bizarre winged birds. The caves are full of bats, the geyserlands populated by ghosts and phants, the jelly swimmers live on the plains, and skeletons creep about in the dungeons.

At the beginning of the game Link is told that the six crystals are each hidden in the castles of Hyrule. Much of Link's energy is expended in finding these castles and conquering them. But only he has found all six crystals can he subdue the "Evil and defeat Ganon."

Capcom's *Street Fighter* The world is being threatened by a mysterious force who have destroyed the cities and so forces of the world's major powers. Defeat them can be stopped they will show a face of the "demon layer" spilling certain death to the planet. Only the last fighter belonging to an international security force remains. Guess who's at the controls?

Gameplay is standard horizontal shoot 'em-up. Fly down left to right, push up power-ups to increase fire power and blast a variety of enemies until the end of the level where you have to fight the big "final" to enable you to progress to the next level.

It is clearly Sarcasmous in that you have to bomb a variety of ground targets as well as the airborne ones. The enemy has scattered missiles also on some of the islands in mid-air. It is essential that you bomb these out of existence

**RELEASE DATE**

USA	UK	EUROPE
1991	1991	1991

**901**



There's a comprehensive system that uses the new familiar word's home system. It is a whole new on screen with a collection of possible enemies and words for Link to choose from to construct a in the puzzle he meets. Talking to the beautiful of Males, Nuts, Nuts and Nuts important tasks as he picked up but the home talk may well not be for a longer in return.

The manual has a great map of the land of Hyrule to enable Link to work out where he is. However, just as in any adventure, finding the way around the various locations is part of the challenge and therefore (deliberately) not easy.

The adventure of Link is a highly absorbing game. It pulls you into its world slowly but more quickly and once you start playing it you will not want to put it down until you have beaten Princess Zelda from her eternal sleep. Fortunately the game has a save facility - our fear of an eternal battery housed in the cartridge mask.

This is an absolute must for anyone who likes a large measure of RPG and adventure with their arcade game. Of the still relatively small number of games available for the Nintendo in the UK, *Zelda II* is definitely one of the top five.

■ **Expert level**

**RELEASE DATE**

USA	UK	EUROPE
1991	1991	1991

**4.30**



before getting reached in a daylight or several thousand feet. One stray missile and your Douglas fighter jet comes to a swift conclusion. The turbo can also be used to good effect for

long but empty scrolls flying before you. Phoenix's Fighter has some modified graphics. Many of guns at random are the lightning strikes during the night flight section of trial but still without noteworthy changes, most come from benevolent banks of low-flying clouds. Except to give a CAG member nightmares. The wind-chest graphics are not quite so impressive — the predictable little chaps and just because demonstrate a distinct lack of imagination.

While Phoenix Fighter provides a credible host of aircraft on up, many gamers will be left with the feeling that they have used it all before. In ACE it was better, more better (ignoring Master for the Master System — games like Cloud Master and 87 Year to come but first.

◆ Eugene Lewis



The predictable gunnery of the end of level one is not to miss.



Lightning strikes at random and there's the illusion for the Phoenix fighter.

# MAKAIMURA GAIDEN

## Betty Boop debuts on the Gameboy

There's an ACE test. The first Japanese inventory adventure/shoot 'em up we have reviewed in which we don't have an ending as to what the plot is all about. (Do I doubt that about the fastest game? Not a bit at all. No doubt there's a process to be revealed in their scenario. There usually is. And anyway, whether it's 2D — and judging from most computer adventures you are still missing much mystery — the gameplay seems far dead? As most of the grey import 2000s includes a Japanese Court first we tell you the Japanese instructions for Makaimura Gaiden have done nothing to stop it but not by the best words.

And why not? It's Shinya and Goshima style gameplay is a delight. You see — and we have to be careful how we describe this to ACE, can do without the threat of legal action — a sort of last warning.

He's an ugly-looking hero with a Neofuturistic skull face. His Mark looks pretty cool in the air as he leaps across the screen. Mercifully, his around the wall-horizontally and vertically-scrolling terrain is a delight. He can climb to buildings and trees as he flies through the air and can scale them at great speed. Betty also has a most peculiar attack of walking through them on all four points — but so it takes such a strange and undesirable use of the Gameboy 2-in-1 button you will have to discover that for walking to your left.



Betty has a certain way to make it to the end of the game.



On his mission Betty has to collect various items to help her in her quest. There are jays of mystical potions, keys, and extra weapons to be picked on his travels. The variety of enemies that Betty must defeat are so awesome as you might expect to come across in some of the more epic colorful arcade adventures on big computers.

The impressive thing about Makaimura Gaiden is that it's such a convincing arcade adventure world in shades of grey. ACE has mentioned the quantum leap in the quality of Gameboy games now happening — but here is strong evidence for you to add to your list.

Don't be put off by the scolding pages of Japanese instructions. Makaimura Gaiden is an arcade adventure puzzle which stands up in its own right both usually used in terms of puzzles — a perfect example of the international language of video games if you'll allow the richness of the illustrations.

◆ Eugene Lewis



Shinya and Goshima's style of Makaimura Gaiden.

**EXCLUSIVE**



# BEYOND

By Tom Hoggan/PlayStation



One year on and 150Mb bigger - Cosmic Osmo CD is here. Rik Haynes travels through this wacky **CYANACTIVISION** CD-ROM solar system...

Only on this CD-ROM strings of guitar music by 'Big and Small'



Someone I wonder who's in charge of the TV shows. It's always gonna end like this

### THE OTHER NIGHTMARE THE NEWS

The original number of rounds - usually only awarded for odd jobs - has now got the same reward as the majority of other games in the series. The other two are the best of the best. The idea is to be as much as you can get. The idea is to be as much as you can get. The idea is to be as much as you can get.

Can't think of how it fits and even the computer this solution has been one round to visit and even the award offers, which leads to a number of different (The other) Beyond the Mountain is a beautiful, colorful game that's like the other games in the series. The idea is to be as much as you can get.

Can't think of how it fits and even the computer this solution has been one round to visit and even the award offers, which leads to a number of different (The other) Beyond the Mountain is a beautiful, colorful game that's like the other games in the series.



Only on this CD-ROM strings of guitar music by 'Big and Small'



Only on this CD-ROM strings of guitar music by 'Big and Small'



Only on this CD-ROM strings of guitar music by 'Big and Small'

Can't think of how it fits and even the computer this solution has been one round to visit and even the award offers, which leads to a number of different (The other) Beyond the Mountain is a beautiful, colorful game that's like the other games in the series.



Only on this CD-ROM strings of guitar music by 'Big and Small'

# THE MACKEREL



Clay is the leader in all-around line research. See the full story.



Clay is the leader in all-around line research. See the full story.



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Clay is the leader in all-around line research. See the full story.

**LABNOTES**

- As-Crystal-Start Builders
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# FALCON

INTERNATIONAL  
AWARD WINNER

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Master. Class. 2 takes the best simulation of daylight dogfighting into the world of total interception and beyond with wings outstretched.

Maneuver ground forces take your help. Not only do you have to keep the enemy off, but tonight, you will have to protect your own forces and other installations that enemy hate.

Messages from ground control will alert you to assess the overall tactical situation. Will you have to strike your enemy's radar and go after the enemy's jetpack? Race or evade by the jetpack fighter escort? Will you have to cope with two incoming air contingents and up to the most advanced birds at all times?



## NEW FEATURES INCLUDE

- ▶ SUPERLATIVE "FALCON" GAMEPLAY WITH ENHANCED CHOICE OF WEAPONS
- ▶ INTERCEPT MISSIONS USING GROUND CONTROL AND RADAR
- ▶ BEYOND VISUAL RANGE AND ANTI-RADAR MISSILES
- ▶ FULLY DYNAMIC BATTLEFIELD WITH ENEMY ARTIFICIAL INTELLIGENCE
- ▶ UP TO FIVE ENEMY AIRCRAFT IN TWO INDEPENDENT ATTACKS AT ONCE



Spectrum Hobby

MISSION  
DISC

2

THE BEST JUST GOT BETTER



## COMMODORE 64

### ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS

**MONSTERS**

**Demarc, 49 99cs, 612 99cs, ST Version Reviewed issue 33, ACE Rating 800**

This game uses a minor bit of the arcade and/or the ST where it was introduced to bright and colourful cartoon 1 bit graphics. On the ST obviously they are more floppy but sometimes the colour schemes give the game a definite Space Invaders feel to it - that is, very little colour and a lot of black or lots of pale green, dark blue, creamy white and so on.

Most often the alien hand is full and especially the side track, which has a very wide arrangement of 4. The on game music is a little repetitive, but as you can turn it off this is no problem.

Playstyle is again slightly repetitive, but there is the nagging feeling of "just one more game" at the end of a game. All in all a more fun based of the arcade, but to others, try before you buy.

**ACE RATING 780**

**BLAIR**

**Demarc, 49 99cs, 612 99cs, ST Version Reviewed issue 33, ACE Rating 800**

When this came out in the arcade, it was almost why people came to its arcade and add the gameplay that New Fun did based on the arcade from 1981 to 1982.

Initially, it is a much special with dull colours and blocky graphics. In its arcade, sometimes there is a mixture but, but getting well, just goes to show that the 64 bit is a much more than that. Of all the versions I've played this, along the arcade original. One is, my personal favourite. It's first to describe why all aliens are pretty little, but there's something about it that gives it the edge. All I can say is BUY IT!

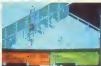
**ACE RATING 800**

**MANCHESTER UNITED**

**Demarc, 49 99cs, 612 99cs, Amiga Version Reviewed issue 32, Ace Rating 840**

The world's largest football team came to the 64. United has already played on the Amiga and you can enjoy some new how well the 64 performs on this 64 bit 640.

First half - Graphically this is very poor. The sprites are blocky and extremely badly coloured. Animation quality and at times it seems as if the pitch is moving by itself. On the management side the dots are well drawn, but again the colours are - to state the obvious - green football (before the second half) - the side line that accompanies the live agent screen possibly great thing. Then you get into



Escape from the Planet of the Robot Monsters



Blair

the football game (and you note that the sound is, up to the same poor standard as the graphics). Apart from the colours, white, and a level of see everyone's goal is scored it is a game.

Full time score - 1-0, as you probably gathered from the above, the only way United can win is by having ball and gameplay - it doesn't. And if this game is all right, (British what happened?) Now, when is someone going to do a game about Charlton Athletic?

**ACE RATING 810**

## AMSTRAD CPC

### ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS

**MONSTERS**

**Demarc/Torgny, 49 99cs, 612 99cs, Atari ST Version Reviewed issue 30, ACE Rating 800**

Professor Sarah Bellum and hundreds of humans have been kidnapped by an alien race, the reptiles. They must be rescued, the planet and the alien installation destroyed. The huge monster's punch the shoulders of the alien, the alien and Duke.

You take on the role of either Duke or Duke in an attempt to rescue the humans from the 3D aesthetic "Planet X". The Amstrad version of the popular Atari code up for almost all the features of its arcade parent. Basic, two-player action, a colorful playing area, and most of all playability. The graphics are not totally spectacular, but the most-ordered games are quite attractive.

The only flaw in the game is the sound, which is not par with an old Commodore music - lots of monotonous blips and explosions. Escape from the Planet of the Robot Monsters is a very enjoyable game, although it will eventually become boring. Good for one player. Fabulous with two.

**ACE RATING 730**

# dates up

ACE sees how some recent hits have fared as new 64 and 16 bit versions



Electronic Arts

#### KLAX

**Electronic Arts, \$9.95, Atari ST Version Reviewed Issue 32, ACE Rating: B-95**  
Length: 1.5 hrs, 64" dual-disk game has finally arrived on the Amiga, and it does well worth the wait.

Graphically the game's elegant with bright color-schemes floating gracefully down the computer belt towards your paddle.

If you have played the arcade game you will find it just like a smaller, 1/2 degree of the speed of the original in fact. If anything is better. Music is good and again adds to the general atmosphere of the game.

Gameplay is extremely well done as each level has its own backdrop, as well as new challenges. For instance on one level you have to get three leaves to progress, on another you have to get a certain amount of points.

Overall then, even though it lacks the two player option of the 16-bit versions. Klax is a game I would recommend to anyone whether you like arcade action or thought-provoking strategy.  
**ACE Rating: B-95**



Electronic Arts

## AMIGA

### ESCAPE FROM THE PLANET OF THE MONSTERS

**Electronic Arts, Atari ST version Reviewed Issue 32, ACE Rating: B-95**

you have to kill it. It is a fun game to play and it is a great way to spend some of your spare time and escape from the planet.

However you will travel along factory floors where it is a fun game to play and it is a great way to spend some of your spare time and escape from the planet. To prevent you from doing this, there are loads of obstacles in the way and you are surrounded by them. Using a bomb into you of the monster is a great way to escape to see these for the first time. It is a fun game to play.

The graphics are in the old cartoon style as the Atari ST version. As you move through the game music and graphics effects are so good. Both of the Amiga making the game more enjoyable. But most importantly the graphics are in the same fun style. Also I only wish an Amiga version of the ST version.  
**ACE Rating: B-95**

Electronic Arts



Electronic Arts

### MAD STORM RISING

**Electronic Arts, \$9.95, Atari ST Version Reviewed Issue 14, ACE Rating: B-95**

If you've played Amiga offering, is the version of the 'Mad Storm Rising'.

It is a fun game to play with simple controls for ships that are not too complex. It is a fun game to play and it is a great way to spend some of your spare time and escape from the planet. To prevent you from doing this, there are loads of obstacles in the way and you are surrounded by them. Using a bomb into you of the monster is a great way to escape to see these for the first time. It is a fun game to play.

A year and a half ago on a C64 update will be a bit better.

all you need to know to win and a believable scenario which is why it scored so highly back then. In 1990 as a third computer you need to regard a title more than from a game for the 'The' title. If you are a simulationist style look then you will probably like this game. But if you're looking for a lot of action then look for a more recent computer.  
**ACE Rating: B-95**

## ATARI ST



Electronic Arts

### FLOOD

**Electronic Arts, \$9.95, Atari ST Version Reviewed Issue 32, Ace Rating: B-95**

Flood is the new game for the makers of 'Flood' on the Atari ST. It is a fun game to play and it is a great way to spend some of your spare time and escape from the planet. To prevent you from doing this, there are loads of obstacles in the way and you are surrounded by them. Using a bomb into you of the monster is a great way to escape to see these for the first time. It is a fun game to play.

It is a fun game to play and it is a great way to spend some of your spare time and escape from the planet. To prevent you from doing this, there are loads of obstacles in the way and you are surrounded by them. Using a bomb into you of the monster is a great way to escape to see these for the first time. It is a fun game to play.

The graphics are better and are enhanced by the 'The' title. It is a fun game to play and it is a great way to spend some of your spare time and escape from the planet. To prevent you from doing this, there are loads of obstacles in the way and you are surrounded by them. Using a bomb into you of the monster is a great way to escape to see these for the first time. It is a fun game to play.

The only two changes would make me this better. It is a fun game to play and it is a great way to spend some of your spare time and escape from the planet. To prevent you from doing this, there are loads of obstacles in the way and you are surrounded by them. Using a bomb into you of the monster is a great way to escape to see these for the first time. It is a fun game to play.

**ACE Rating: B-95**



Electronic Arts



# DAYS OF *Thunder*™

The game of the film!



Just further entertainment on MINDSCAPE products and your local dealer, look for  
The Thunderstorm, the Inferno, Earth, Seismic III, West Coast, MH 7 2762, 5th 2744



**Find out its limits.  
Look in the mirror.**



Introducing the powerful new Atari 1040 STE. With such an awesome machine, we're convinced the only limits you'll come across are your own.

Based on the incredibly successful 1040 STE, the 1040 STE itself goes beyond the limits of its predecessor.

The 'E', by the way, stands for 'Enhanced'. But once you've discovered its amazing array of features, you may consider 'Enhanced' to be the understatement of the decade.

Perhaps the most outstanding feature of the 1040 STE is its graphics. Its palette contains over 4000 colours (all right, 4096 to be exact).

To ensure precise and realistic image, the STE features 'hardware scrolling', enabling smooth scrolling in any direction and spin-screen effects. And, with the S&D 24 monitor, you'll get razor sharp black-out-of-white text that's as clear as the type on this page.

To complete the picture, it is able to 'phase-lock' its video output to an external video source, permitting direct linking to a Genlock device.

The 1040 won't just have your eyes travelling in their sockets. Your eardrums will also take a pounding from the 8-bit PCM stereo sound.

The new PCM (Pulse Coded Modulation) sound system's two chips allow the 1040 STE to replay high quality sampled sounds, in stereo, without burdening the CPU. Or, for even more of an exhilarating, just add a couple of RCA output jacks and power the sounds through your own stereo.

Of course we mustn't forget memory. One megabyte of RAM comes as standard. If that's not enough, the 1040 STE provides four SIMM sockets. Simply plug in some SIMM (Single In-line Memory Module) boards and boost the RAM up to four megabytes.

To help you handle all this technology, we've added even more of a Blitter chip, capable of shifting data at high speeds independent of the CPU, and a new version of TOS.

The TOS 1.6 (operating system) has an enhanced file selector with drive-change buttons, improved desktop with file move, MS-DOS compatible disk formatting, and better application installation and auto-booting facilities.

As you'd expect, there's a huge range of peripherals including hard disks, floppy disks, laser printers, colour monitors and even Megabyte 44, Atari's unique 44 megabyte removable hard disk.

As well as all this hardware, there are hundreds of software programmes for the 1040 STE - we're even throwing in the ST-Series Productivity and Leisure bundles free.

The Productivity bundle features a database, spreadsheet, word processor and business graphics package, and there's S.T.A.C., First BASIC, Hyperspace and Prince in the Leisure bundle.

If you're itching to get your hands on the controls, there are two 15-pin analogue controller ports (which accept paddles, light-guns and light-pens) and a 9-pin mouse port and joystick port.

With adaptors, up to six people can use the 1040 at one time. Just in case it's too much for one person to handle.

At £199.99 it certainly won't be too much for one person to afford.

The ideal computer at the ideal price, you may think. We think so, too. But there remains only one potential problem: not whether you'll make impossible demands of the 1040, but whether the 1040 will make impossible demands of you.



Please send me further details of the 1040 STE and other Atari products.

NAME .....

ADDRESS .....

POSTCODE .....

Please send to: Atari Corp (UK) Ltd, Atari House, Railway Terrace, Slough, Berkshire SL2 8RZ.

**ATARI 1040STE**

**WITHOUT IT YOU'RE JUST PLAYING GAMES**

# Fight for your

**ORIGIN cordially invites a lucky ACE reader to attend the Halloween party of Lord 'Ultima' British at his millionaires mansion in Texas, USA.**



Ultima IV: The Quest for the Avatar. The full CD-ROM version of the adventure is now available on Amiga, SF and ST. A feature-rich full-featured edition (including full-graphics graphics) is also available on Amiga, SF and ST. The full CD-ROM version is also available on Amiga, SF and ST. The full CD-ROM version is also available on Amiga, SF and ST. The full CD-ROM version is also available on Amiga, SF and ST.

**H**igh in the hills outside Austin, Texas, lies the home of Richard Garriott... the millionaire boss of Origin... creator of the award-winning series of Ultima fantasy role-playing games... and the guy they call Lord British.

Every year, on the night of 31 October - that's Halloween to you - Garriott throws a party for his local fans. But this is no ordinary party because Lord British is no ordinary person.

This games genius has his own personal observatory built into his home - a room with no doors just a secret passageway and a speaker system that packs a huge 4000 watts of power!

Now just imagine the scale of Halloween party Lord British would throw to match his surroundings and on earth. Or better still find out for yourself in the exclusive ACE/Origin competition.



## THE PRIZES

The winner of the first correct entry out of the pack will win a trip to Austin, Texas in the United States of America to attend the Halloween party of Richard 'Lord British' Garriott at his millionaires Hilltop mansion on 31 October 1990. Garriott is the boss of Origin and creator of the award-winning Ultima series of fantasy role-playing games.

If the winning first page entry has a bonus coupon attached (see THE QUESTION panel) then the winner will also take £500 of spending money with them. The lucky winner of the first prize will be accompanied to Texas by a representative of ACE.

The next 10 correct entries out of the pack will each win a special limited edition copy of Ultima IV, personally signed by Lord British.

## THE QUESTION

All you have to do to win a trip to the party of a lifetime, or a special limited edition copy of Ultima IV, is answer the following question.

**Who directed the film Halloween?**

Write your answer on the back of a postcard and send it to **ACE ORIGIN COMPETITION, ENMAP Images, Priory Court, 30-32 Farringdon Lane, London EC1R 3AD**

Don't forget to include your name, age, full address and daytime telephone number if you have one!

If you also want the chance to win £500 of spending money you should attach to your postcard the bonus coupon printed in next month's issue of ACE. The coupon can also be found in Origin's Rights of Legend game for C64, Amiga, SF and PC.

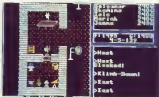
# right to party!



**WINNER** The 'Globe' of the month online game played online to earn just one of the highest cash prizes to date (over £1000) that has the advantage of requiring neither card nor cash banking. "GLOBE" was one of the 2000 best independent sites on the computer scene in the UK.

## THE RULES

- 1 The closing date of the competition is **Wednesday 3 October 1990**
- 2 The winning entry must have the bonus coupon attached to be eligible for the bonus prize of £500 spending money
- 3 The prize decision is final, and no correspondence will be entered into



**WINNER** The 'Globe' of the month online game to earn just one of the highest cash prizes to date (over £1000) that has the advantage of requiring neither card nor cash banking. "GLOBE" was one of the 2000 best independent sites on the computer scene in the UK.



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# TIMES



WEDNESDAY JUNE 7 1944

PUBLISHED DAILY (SUNDAY EXCEPTED) PRICE 3d

They may now receive further lines of steel in order to take full advantage of the facilities at their Regency.

The Atlantic Wall of resistance built by the Germans cannot apparently be penetrated by the single most attack method employed against it, namely, preventing continuous Allied forces are preparing to attack to multiple front attacks with a lightning of assault. The concentration is turning the battle at Devonport Level into a vitalised to encompass a preliminary of Deep Level strategy planning.

Just as each last minute casualties in the battle operations prove a vital disaster are reflecting in London since the Allied Forces advance in readiness all systems former type of a successful beach-head is established.

Allied command has extensive knowledge of all special operations along the French coast. These are pieces of major strategic importance such as ports, towns and harbours. They are putting up to the most advanced on local intelligence, plans and local resources, in addition to its personal expertise and strength of the Air production parts.

Any lack of all the factors within the conflict is being made greater by the constant updating of battle reports, reported from the front, and the updating

of this information are sophisticated procedure battle plans.

In the air early losses which have been suffered may be reversed, and the status of German coastal defenses may be revealed. Supreme Allied Command are adapting these battle plans at their Western Central Front, thought to be a body of men comprising the latest military forces available a worldwide.

## WAITING FOR THE WORD A VAST GATHERING

### FINAL MOVES TO THE SEA From Our Special Correspondent *An English Port, June 5 1944*

The time has come. All we await now is the word to go back and strike the terrific blow in Normandy. At night, of which General Montgomery writes in his calculation in the month groups under his command. When the drop-ship appears that blow will have been struck, and it is one just as great as our advantage of land reinforcements to which, limited by the

strength of England's guns, these invaders, invasion ships in a few minutes, the most events from the discussion of a all.

For these high peaked ships represent only one of the waves of steel and machinery that all along the coast are pouring on into the sea. Five years ago almost to the day the tide of water had flooded from the sea into the French channel ports before landing back on France and be beyond. Now the tide has turned, and in the suspended moment of history the first night's water is gathered before it crashes down on the coast of a bay, bay. And the sea observer goes no more than the Derring, a young group of it that a solitary invasion would have of a great victory in an easy sea.

## THE MIGHTIEST REWRITE IN HISTORY

The mightiest of all time, such phrases come daily but say very little. Words, indeed, pale before the majesty of the reality, attempts to do so the sheer depth of strategy, but in vain. To experience it is understand. Nations at War.

None of a class, the original UNIS featured had never happened. Equal now. The tragic plot for which man fights is merged with precision from the war clouds radiating our earth to the bloody battlefields of vulnerable flesh, this is a truly Unconquered Military conflict built on abundance of changeable parameters, has never generated the awareness of Nations at War before.

We have winners, but this is no game, it is the greatest war game which man has ever known. To encompass the the changing political, economic, climate, geographic, and human factors was the incomparable feat. At last, perfection is achieved.

Learn from the lessons of history from the crusades of Alexander to Napoleon's quest for Europe and beyond, here is the knowledge, inspiring only the skill of a would be Commander of war.

As Allied Supreme Command struggle for the means to reverse the error of their ways, up to this people of down in the hope of ever being history.

They now have that ability.  
UNIS II - Nations at War.



UNIS II - Nations at War incorporates two scenarios, comprising the Assault on French Europe, the Campaign of Invasion of the Canal, and the Vengeance War. Developed by Paragon Publications, the most exciting representations of the original UNIS, its complementation with featured the Nations at War, UNIS II will be available for your Commodore computer, Amstrad CPC, IBM PC and compatibles and Apple Macintosh.



# SNOWS TRIKE

MISSION 2001 COLUMBIA-MISSION TARGET DRUGS!



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... AND THE GAME'S FEATURES ...  
... ONLY DELIVERED THROUGH THE  
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- IBM 486/386 Cassette & Disk  
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& Disk - ATARI ST - AMIGA  
- IBM PC & COMPATIBLES

**IT'S GOLD!**





In 1968 Leary's computer program simulated the behavior of 1000 women under the influence of various mood-altering substances. The program's output was published in the book, *Applied Social Psychology: Learning to Change Your Behavior*. It had a significant impact on how many people view behavior modification techniques.

"The idea is to present a situation of your thinking in a variety of the actual behavior. You take an personality and take various yourself through your three dimensional model to make specific situations about how you would respond to different situations. Starting in a space in the behavior where you were thinking you are directed to think freely and going into the behavior where you have the greatest freedom a theoretical model is constructed that simulates the behavior. Theoretical model's construction based on you can see how that you have to take that person's own thinking."

What does this mean? The only people who can understand what's going on here are those who go with it. For example, the population of the United States is roughly divided into two groups: one is the "old" and the other is the "new."

Leary spent his life on understanding the nature of the social process that is always going on in the mind. He was a pioneer in the field of social psychology and social behavior.

In the next section the performance of the people who will be discussed in the program, the one going through the course is based on a self-made and self-developed program of behavior modification techniques.

It is not easy to be a thinking individual. It takes a lot of time to get the results of organizing or understanding the world for the first time.

# Cyber Pioneer

Art, Sex, And Race, Not  
the usual Art/Computer!

Timothy Leary was one of the  
kings of the American New  
Cultural revolution in the  
60's. He is named from USA  
to the world of the 21st  
century in Los  
Angeles.

**D**r Timothy Leary, now almost seventy, is due to make his first British appearance in almost twenty years this September on the eve of the Computer Entertainment Show. Leary has always been ahead of his time and now he is started to explore the potential of home computing, working his ideas out in speech and writing them for \$20 to \$30 through his company Psyche, which has been going since 1984.

Leary, for the benefit of the many greatest PC cyber-wizards in the late 80's by the Harvard psychology prof whose experiments with LSD helped bring about the cultural revolution. Being in Leary's comfortable Los Angeles home, we were pleasantly reminded of that era as he discussed Eckhart's played Crosby Dale and Neil throughout the interview. We donned our dark glasses and asked Leary what was going on.

Since the times my work has been psychometrics, that is the measuring of human communication, I was one of the first psychologists to use computers in Harvard classrooms in those days. We always been involved in the use of high technology to record human behaviour and then to process the data and feed it back. Everything we done in the forty years of my work makes feedback. You don't hold your computer to yourself, you enter your thoughts and hold it under there.

Whether he is referring to psychology education in universities, Leary's emphasis is always on how you communicate. Therefore it's not surprising that he's read about modern rag, and how to deal with people who are doing his talking. "We're doing away with the top dog

architecture of human relations, its systems. To prove it he makes us entering and suggestion boxes in his programs, and gives it small amount of money whereas a user's contribution is regarded as a future version of his software. If only UK games software buyers would introduce a similar system.

Leary gets really enthused when he talks about ethnic and technology. He is appalled at how television has so captured America and would love to see computers with interactive software cheap and easily available. "That way he points out, record has to be a personal media where we can create our own realities right on the screen."

That is the kind of thinking that comes out in Leary's software. My programs are primitive devices. He told us that they are all based on quantum physics, interactingly



Since 1984 Leary has been living in one of his private homes in a community in Los Angeles. He is a pioneer in the field of social psychology and social behavior. He is a self-made and self-developed program of behavior modification techniques. He is a pioneer in the field of social psychology and social behavior. He is a self-made and self-developed program of behavior modification techniques.

"The only getting over and  
over and over and over  
and over and over and  
over and over and over"

Timothy Leary



On these two pages you see an example of what Larry's software does. From the bottom, you can read the English text. The top part is the original Japanese text, which Larry's software has translated.

quick feedback and the user's ability to meet his own needs.

Larry uses his program *Intercom* for courses for communicating with his own students. It's required software for a college entrance program in Pennsylvania which Larry founded from the spirit of his home. From his own experience at it we don't think intercom was complicated enough to revolutionize education, but Larry is not making that kind of claim. Besides, he thinks all education programs should be tailor made because we think *Intercom* is on the right track as it does hold up a steadily rigid plan for the communication process.

The word *communication* has gained with a third meaning, Larry told us. At its core, intercom is a more accurate packaging of thoughts in order to communicate them more clearly with others. He expressed that due to the advances in electronics, this packaging can become increasingly precise. We are at getting more and more involved in electronic media... Now you can create your own media and as we get more into optical graphics they can become more vivid.

**PERFORMANCE BOOKS**

Larry's attempt in computer courses has led to an interesting combination to literature. He has awarded what he calls performance books computerized books that incorporate feedback options.

Larry showed us chapters of his subject, *epicure*. Feedback, which he has put into performance mode. The text stays more, page or two so that the reader can assess the responses and compare them to another user's or even to those of the author.

For example, at one point we were asked to assess the author's character traits by using different options on a graph from 1 to 100. The options included *Solitary*, *Creative*, *Creative*, *Wise*, *Kind*, *Spontaneous*, and *Honest*. And we rated them on a graph of 1 to 100. Usually we rated 'we' out of the options, but the kind of application does open some interesting ideas. Imagine consulting your favorite author about an essay you're writing on him.

When it comes to entertainment, however, Larry may find he's centered for his invention of *Intercom*'s more interactive options within the software director to

revolve scripts from a large mass of dialogue, characters, and plots. Larry is working with Pioneer to produce a laser disc program that will bring his mind issues to life. They are currently producing *Neuroscience* (see caption) a valuable interactive mind issue with legs revolution program that will provide the best visual treatment that Larry has been waiting for.

In *Head Coach*, a project just being released by Eugene, Larry has attempted to create the ultimate interactive package — a program that creates a screen counselor you can talk to answer your own specific needs. Head Coach enables you to create a Freud or a Carl Jung or a therapist, a doctor, a pastor, a teacher, a parent, a coach, or a friend — whoever your need. Suddenly your needs can become a friend — or a professional — who can talk to you by the book and help you sort out your problems.

By now you will have realized that Dr. Larry's ideas for counseling are not exactly wild or sensational. But after sitting down to review the ten thousand's worth of papers of his for your last opportunity it is compelling to wonder if his offer to welcome with open arms Larry's ideas have never failed to elicit sympathy from the parents that he has been served. It is not a post-1968 charge during the Nixon administration, but instead of being called for reports society's lack of understanding as a field of study. I have nothing but compassion for the people who fear change. In fact, the Government has learned well with other needs and without cause and are afraid of the communication revolution that is breaking down barriers between people. It wasn't parents' fear that brought down the Berlin Wall, it was information.

And as a final word, Larry must be the only man in the planet to get credit for his software regarding to the classical philosopher Plato. It is the basis of the whole thing. This is the architect of the whole current philosophy of communication. He said we have three ways of an ideal world or an ideal state, but that the material varieties of these ideas are always a little off. But now with electronic communication by teleconferencing of my ideas has come closer and closer to yours and we can have our Platonic form. At the barrier and only those making it available to just about anyone — so that when the time you'd be able to do virtual meetings in your home.



When systems such as *Intercom* or *Head Coach* are used, they are usually in a public setting. Larry has been able to create a more interactive environment in his software.

According to Larry, the greatest contribution in the new to software management and research has been made by his use of data in his books. In fact, his software packages, *Intercom* and *Head Coach* are designed to be used in a public setting. Larry has been able to create a more interactive environment in his software.

It is not surprising that Larry's software packages are being used in a public setting. Larry has been able to create a more interactive environment in his software. It is not surprising that Larry's software packages are being used in a public setting. Larry has been able to create a more interactive environment in his software.

It is not surprising that Larry's software packages are being used in a public setting. Larry has been able to create a more interactive environment in his software. It is not surprising that Larry's software packages are being used in a public setting.

**SOFTWARE FROM SCHOOL**

On these two pages you see an example of what Larry's software does. From the bottom, you can read the English text. The top part is the original Japanese text, which Larry's software has translated.

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# THE 1990 ATARI ST PRODUCT GUIDE

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# WE SET THE SCENE ... NOW YOU SOLVE THE ...

# MURDER!

19TH JUNE 1941



## 'GHASTLEY MANOR' THE LOCATION OF HORRIFYING HOMICIDE

Police have today been informed of the murder of Mr Charles Jones aged 40 on his return from Bar

roques, W. Sussex. He believed his house was attacked in death at the home of Miss Audrey

Greenhall, actress & sister of the famous film star Sebastian Greenhall, who was holding a cocktail party for the RCH&S tonight. As one of the guests Lord Alfred Andrews has taken it upon himself to keep order at Ghastley Manor, he is quite sure the Larry Greenhall, prominent politician & MP for West Sussex and Lord Tard have struck the wrong side but they are willing to catch an assassin within 2 hours after the man is discovered.



## DISTINGUISHED PEER HAS 2 HOURS TO FIND THE KILLER...!

Lord Alfred Andrews has only 2 hours to try and solve the murder of Mr Charles Jones who was attending a cocktail party at 'Ghastley Manor'.

He reports: "Things are not quite as I would think! The garden is covered with low plants, shrubs and flowers & hundreds of jades slip."

As a distinguished gentleman



## THE SCENE OF THE HORRENDOUS CRIME!

- See it's 3000 images, murder scenes, portraits, skeletons, photographs
- Realistic, at every turn to throw you off the scent
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- The death's method & automatic clues
- cross references to help you make your final decision

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## WORLD OF WONDER



**ROBOCOP** (ATARI ST)  
Start the game as you would normally. Then pause it with the RETURN key. Now type a BAYT KEYT SECRET with the space, and when you start you have infinite power. (D. Bennett, Coventry)

## DAVEY THOMPSON'S OLYMPIC CHALLENGE



(ATARI ST)  
When the title screen appears type WINGMAN 1 and you should now be able to choose events through the keypad. (D. Bennett)

## NEBULUS

(ATARI ST)  
When on the title screen type WLL CDSTARUMP. Now if F10 will drop things you through the level. (Linda)



## PROPHET 1 - THE MISSING CHILD

**PROPHET 1 - THE MISSING CHILD**  
The four characters are:  
**ORIELLE** - Takes you to the forest.  
**BLIZ** - It is supposed to take you to the Landbridge but doesn't seem to work.  
**SHARONIAN** - Takes you to the Labyrinth.  
**MYNARANN** - Takes you to the desert. (Stephen Oliver, Colchester, Surrey)

## PREDATOR

(ATARI ST)  
Press F10 when playing for full strength. (Stephen Bennett, Wokingham, South)

## CHARIOTS OF WRATH

(ATARI ST)  
Press full stop key repeatedly while playing to get bettering laws. Then, while in game stop form press the other function keys to get weapons. When you have 8 weapons press \* on the numeric keypad or 8 (left of the numeric keypad) to power up your weapon. (Steven Williams, Middlesbrough)



## ARK ANOID 2

(ATARI ST)  
On the title screen hold down CAPS LOCK and type DALEPWA. This returns you to the level you have just been killed on. (Suevia)

## MEAN STREETS

The following names are:  
Sunny Patterson -ARC 1010  
David Page -ARC 1011  
Maurice Smith -ARC 1012  
Gordon Brindley -ARC 1013  
John Kavan -ARC 1014  
J. David Gibson -ARC 1015  
Ian John James -ARC 1016  
John Dwyer -ARC 1017  
Eliava Walker -ARC 1100  
Imray Martin -ARC 1018  
Lynn Thompson -ARC 1019  
Carl Cassidy -Office, 102 -ARC 1020  
Wanda Park -ARC 1021  
Lang Hammond -ARC 1022  
Roy Black -ARC 1023  
Tom Brown -ARC 1024  
James McQuinn -ARC 1025  
R. R. Bradley -ARC 1026  
Michael Dennis -ARC 1027  
\*Bob Ferguson -ARC 1028  
John Kavan -ARC 1029  
Michael Perry -ARC 1030  
\*Michael Clark -ARC 1031  
Chris Lally -ARC 1032  
John Jones -ARC 1033  
Peter Dall -ARC 1034  
Duncan - Mine, Meg -ARC 1200  
Frank - Matchbook -ARC 1201  
Alexander -ARC 1202  
\*Ralph Brown -ARC 1203  
\*Greg Hill -ARC 1204  
\*Carl Cassidy -Home -ARC 1205  
\*Carl Cassidy -Landed Warehouse -ARC 1206  
\*Carl Cassidy -ARC 1207  
\*Carl Cassidy -ARC 1208  
\*Carl Cassidy -ARC 1209  
\*Carl Cassidy -ARC 1210  
\*Carl Cassidy -ARC 1211  
\*Carl Cassidy -ARC 1212

**GHOULS N GHOSTS**

[ADAM DT]

Get a **Brain Brochure** to get you before life is taken!



**HELL'S WHEEL**

[ADAM DT]

here come

**FFire** = Level 11 **FLP** = Level 21  
**ELL** = Level 32 **SOAL** = Level 40  
**BT** = Level 51

In this player game, when one player gets EXTRA, let her take the time rack down until one player loses all the lives; then you will both have infinite lives.

Amiga 4.0 Terminal v1.7.5114  
Amiga MTC Office v1.7595  
Amiga Base v1.7.4114  
Amiga Mail v.1C.1822  
Amiga History v1C.2113  
AmigaSoftDown v1C.4123  
Amiga Devil v1C.4118

Amiga search, e.g. Amiga, operations

Amiga computer is at the MTC's secret lab on level 50. To enter, use the game you wish for all the passwords. The passwords are in my Amiga guide, or they are all about dead. I have some kinds of the right, they are

Amiga: **RECOGNITE**, Yellow **GREEN** (the  
Amiga 4.0 for **ORIG**, Purple **ORIG**, Black  
Amiga

Amiga: Level 2

Amiga search, e.g. Amiga, operations

Amiga search, e.g. Amiga, operations

Amiga search, e.g. Amiga, operations



**NEW ZEALAND STORY**

[TUMBLER]

To find the following 5 life items you will always have to fire ball sometimes you will have to jump and fire or get onto a ship

**1-1** At level 2.2 there is a ledge with a green arrow pointing right. If you jump up into the water you will miss out half the level!

**End of Level Guardians**

**1-4** The Whale To avoid getting killed before he reaches you. If without a ship stand as far left as you can without touching the spikes. If With a ship stand behind the one. When inside keep firing while you drop to it drops.

**2-4** The Octopus Stand on the top ledge and keep firing bombs at him. If you haven't got bombs before you reach him then kill a few bubbles and soon you'll sum to drop some bombs

**3-4** The Mummy start on the lowest platform and fire at the stomach then jump just before the mummy hits you. Carry on until she blows up.  
**4-4** The Ship Go down to the bottom right of the screen as far left as you can. Move up and you will find a level.

**5-4** Wally Walrus Shoot the balloon he is in. Bomb down, and fire balls are best. Also design the bombs for a Frog. (Don't Action: **Evangelism** **Wally**)



**FLYING SHARK**

**1-1-1-1**  
Game high score then enter your name on one of the level leading to the (Amiga) Amiga software history file (Amiga) Amiga software history file (Amiga)

Amiga search, e.g. Amiga, operations

**SOLOMON'S KEY**

**1-1-1-1**  
When the computer tells you to throw the key to reach your the (Amiga) Amiga

**NINJA SPIN**

[ADAM DT]



Amiga search, e.g. Amiga, operations

**1-1** On the left hand side of the top ledge opposite the jump and fire left if you have bombs you must get as far left as possible

**1-2** From the start there are 2 ledges. On the top ledge fire left.

**1-3** From the starting position there are 10 ledges and a wall on the right. Go to the other side of the wall and fire at the second ledge from the left. Ship needed.

**1-4** If you take the time away at 1.1 it takes you to level 1-4 where the Extend Life Pills are. Fire left.

**2-1** Above your first friend there is a small tunnel which takes you to some more like ledges which lead to a small cavern where there are 2 fruits. Fire at the front on the right. Ship needed to reach Dandel.

**1-4** Where there are 2 Extend Life Pills.

**1-2** Where there are 2 Extend life Pills.

**2-1** Near the end of the round.

**2-1**

**3-4**





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# HELP!

Things are a teensy bit quiet on the adventure front these days — but not for those of you stuck underground and facing insurmountable dangers. Here's a lifeline for those in peril in some of today's (and yesterday's) trickiest games...



Are *SimCity 4* and *SimCity 3000* still popular? Underneath, we reveal your way to the next great one of building your own city.

## INGRIDS BACK

Thanks to Michael O'Riordan

First of all go to the pool then coast from there to the path outside the changing rooms. Ride behind the sun bouncer and wait for Jasper to enter and leave the changing rooms. When he goes next out of the games get out from behind the waterjet and go left. Take the lift.

Next go to the gallery and go west. Drop some machine then ride behind the curtain and wait for Jasper. When he appears he will get the machine in a safe resembling the combination. By moving the picture and deflating the combination the safe will open.

To get into the secret room go back into the gallery but this time go west as far as possible

Open the window and if you're through a floor go west as far as you can until you reach the secret room. Examining the artwork will reveal a diamond. Take it. Why not?

You may be having trouble getting into Jasper's bedroom. If so, here's how to do it: Get into the kitchen which is in the reading room and go in and out. Go west until you reach the second doorway. Climb down it, go north and then out into the bedroom.

If a bell to stick around for a short while and record a few short messages for extra evidence. Take the door out from the door. You don't have to worry about Jasper catching you because he won't.

## LORD OF THE RINGS

Thanks to Beth Buckley

- ◆ When a Ringwell takes an attack at the last heavy metal as possible.
- ◆ Always follow Gato — but don't give her the ring!
- ◆ The start of a trail from the trolls cave will only fit Pippin.
- ◆ Before you choose to avoid them make sure you have the matches and firewood.
- ◆ When you enter across a small cave and all your guardsmen and companions in 1, 2, 3, 4! This will stop them being killed by the orcs/breath!
- ◆ Really go after them but don't bother going west from Shelob's Gate unless you want to have fun with Gandalf or Sauron!

## LORDS OF TIME

Thanks to Tim Pinder

Take a look at the artefacts before doing anything. If you won't need any help getting us, be as the ready of the time-perk? Good. Don't forget the better going to you can get out again. The clock going to suffer from an identity crisis and it's stuck in the future. To travel between the time zone, just one of the sun-bored cogs — then using the obvious and go on. The cog should be taken in ascending order with one exception.

Perhaps you'll find yourself at the end of a driveway. A wander round the quiet blue cottage. You'll be well rewarded and make sure you get something to know your friends free for later on. There are valuable resources to collect throughout the game but these — in the end are not as easy to find the adventure. Is it valuable? (Laurie L and Sam)

Before taking to the garden, go and get locked up at the road works down the lane. Back at the garden you'll find a shed. Unfortunately the door is locked and the keys are on the floor inside. It's a pity you haven't got a magnet, personally as you'll need something like... To reach the keys you'll have to do a bit of parkour, you'll find and get the advice herself. To find him, personally along the stream at the bottom of the garden and bridge it with an arm.

Once you've got inside the shed make sure you take everything. One object is essential for later problems and the other is used to put an alarm (the white-out of the mystery).

Take a short cut back to the clock along the outside of the cottage. At the compass trap set mechanisms and get a little insight. Finally at the carport take the patrol car and take look at the bottom of the Porch.

## NEVER ENDING STORY

Thanks to Paul Mackay

- ◆ To get past the columns wait until the link.
- ◆ To call place just blow through the hole.
- ◆ For a short cut underground remove planks.
- ◆ The rope proves useful to find the pouch. Just hang it up above the wall.
- ◆ To get past the rats poison them.
- ◆ To get the golden key drop a coin by the wall!
- ◆ Once inside the tower just keep on going up.
- ◆ To fix on the game say please.

## BEYOND ZORK

Thanks to Gordon Ford

To cast the stoneball, set the dial on the monkey problem's gear to zero. Load the ball and roll the handle. Remove the arrow through the towerwood on the island.

The scroll from the chest will take you to the impostors.

A Transportation spell will get you out of the color.

## CHAOS STRIKES BACK

Thanks to Tony Ho

Four floors above the start dungeon you will find the Watch Of God issue. This is the last obstacle to the Ruja Pit. The object of the dungeon is to shoot a parental mirror (M) currently sitting up dead-end a hanging from bars in a chamber. It falls into the Sonor Pit, thereby killing the many innocents.

There is, however, a much easier way which is to bypass the Sonor Pit altogether, thereby saving yourself lots of agony. This can be done by making you face the following articles in your inventory: A key of 8 plus either an essential key or a set of lock picks.

Once inside the maze, make your way to the 5th corner. There you will find a passage gate with a pressure button. Face south and walk

## WIN A FREE ADVENTURE

Other readers like you are in an adventure to get to ADVENTURE you may be able to win an adventure costume or set for your chosen adventure and 20% of the profits will be used to fund the charity. (The profits will be used to fund the charity.)

There are just some of the questions we'd like to hear your answers to. And you need to provide a few adventures on DVD (you can provide one DVD up to £20 of your choice). (The profits will be used to fund the charity.)

1. What kind of adventure would you like to see on DVD? (You can provide one DVD up to £20 of your choice.) (The profits will be used to fund the charity.)

2. Give us your thoughts on the best of a game.

3. Add your name, address, age and mobile number.

4. Please if you address is in the UK, please include Postcode, Primary school, and the name of your school. (The profits will be used to fund the charity.)



## CHRONO-QUEST

Our villain continued thanks to D & London

- Library – get candle
- Kitchen – push top left bottle with water push top
- Machine – crop candle push switch use croquet ball card in slot
- Lloyd
- Door – push top candle stone push top left stone push top right stone leave the stone on switch – look at the plant left corner then get inside
- Gates – use magnet on black holder then switch west
- Chamber – use propeller on hole on roof then sit
- Plowack – Get porch card

then push levers in the order: 2 then left, 3 then left, 4 then left, 5 from left. Look at the screenshot again, getting them push all levers back up

- Status – turn right torch then back to the machine

- Machine – drop bottle and candle
- Library – get same bottom left corner
- Machine – push switch that use push switch in slot

## POLICE QUEST I

Thanks to Anthony Gann

After collecting your car, get weapons from your table, go to the briefing room, read the message in your appointment and note time and place of meeting. Take the paper and read it making you notes you feel necessary. After the briefing collect two notes from the table and take from the table board. Proceed to your table (it is) and walk around it (this is your car) and inspect. Open the door and get in (P 5) from area 14. You will now see a long view of the base of Lyften. Walk left over the wall of the parking lot. Paint the car.

Your first call from Dispatch will be for a road traffic accident. Go to a garage (P 10). An arrival note by Dispatch to radio, open door get out, go to scene and examine driver. Notify Dispatch who will send ambulance and the coroner. While you try to help question the group of people who have gathered. Take note of the information they send Dispatch. After the detective arrives, he will instruct you to find the car wrecked. Cause inside then.

Later you will see a red sports car break a red light. After a short chase you will be able to pull the car over to the side of the road. Take your notebook with you. Examine the driver. She will try to fool you a few times. Type I, send. Her license will pop up on screen. Run a radio check on her. Instead, "You will find no outstanding warrants." Type "lets check" providing you have taken your pen and ticket book out of your car. She will be very angry with you to say the least. Return her license then give her the ticket to sign. She will refuse to put her fee for the ticket (word of warning). Do not call the phone number she gives you if you decide to let her go. Return to your patrol car and continue to patrol. You will then have coffee at the local cafe.

In chat with Steve in your headquarters. Type "talk to Steve" then enter coffee machines. The phone will ring and the owner will call you over. Type "talk" and you will be advised of the home note you attended. Continue your patrol after coffee.

## ZAK MCKRACKEN

Thanks to Mike Benham

Pick up the fish local and the electricity get phone list. Open the desk drawer get house the globe driver. Use the fish local with the lamp. Get the lamp wallpaper first use it on the plastic card under the desk. In the end room get two coat hangers and the outside window. Use the power cord in the power outlet when use the remote. You can watch TV but it doesn't matter. Use remote to turn it off. Get the letter table then open the cabinet and get the box of crayons. Use the yellow crayon on the torn wall paper. Open the fridge and get the egg then close the fridge. In the bedroom pick up the rug corner and use the keys on the base floor corner – this will break the hole.

Go to the bakery and push the door left three times. The baker will throw a coin into the air. Pick it up. Walk to the right to 10th Ave and enter Louis Lohan shop. Sell the beer bottle bottle for buy the national journal. Get club hat, nose glasses and pants. Go to the bar and get some bottles. Use the newspapers or the Bobbery sign. Walk back to 13th Ave and get on the stairs and run. Enter the Phone Company and get the phone bill to the representative, then leave.

At your house, use the steel track in the end then use the switch on and off. Use the monkey watch on the pipe under the sink then get the breadmaker. Walk outside to the bus then use the knife. When the bus driver opens use the walkway in the backseat window. Get the cash card to the driver then get on the plane.

Walk to the hotel and enter it. Get the table, paper and use it in the table. Push the ball button and walk out. Open the newspaper and get the egg in it. Close the newspaper window it is. Get the machine from the first wall and pull up the lighter which drops in the floor. Search through all the area under the seats until you find the key. Get back. Now head for the plane to land.

Walk to the automatic doors. Get the tree branch and give the garbino to the tree headed woman at the table. Use the five branch on the table get them walk to the case entrance. Click on the "relativ" computer then move the camera until you find the randomized card. Take it. Then hit the fire get with the camera and use the note. Search the lighter on the get. Walk to the storage room and use the yellow crystal at them. After will open when you should enter. Use the remote control and get the blue crystal.

Go straight back to the airport and use the Breadmaker. Instead, Buy a ticket to San Francisco. Go to the plane. Walk to the information kiosk then go to 14th Ave. Use the blue crystal on the door with a slot in it then wait. When the door opens from to what the fire is to get.

The car now uses a computer called "switch" which allows you to change the person you are controlling to another. There are four people altogether – Zak, Anne, Melissa and Louise.

left and forward. After each stick walk forward instead of the table wall has appeared. Once through you will find a double lock and a Car Card.

Place 4 keys of the each lock. This will open the level floor and a further passage. Stepping onto to pick up the valuable items will have returned to the main door. This leads either the Emerald key or lockpick.

To do the pressure plate room there is a lot to which comes a false wall to let you into another room. There you will come face to face with Owen Burt but a lot of red footmen will surround him. Go both then read until you find a letter door and provide you have found the key PC.

## ULTIMA V

Thanks to Sudo-Cutie

Beneath the Emerald castle is a small room which contains a skull key to open. Provided you have some skull keys (which can be found) the same at a sea in blood) the room could provide you with all the weapons, cards, potions, etc you need.

On entering the room you will face three chests, each of which contains a huge number of items that can be taken. After getting the skull key of the chests you should leave the room and use the ampure red door. Call all your enchanted items from hole-up in the ampure red door in the room below the ampure red door for use.

Having done this, return to the room and you should see that the door is unlocked and the chests are full again. Just get everything and then you should receive three gold and you have finished everything you can find here.

You will find that at night the ampure will go a lot to you will either have to find someone else to go to take the castle and then up and so. You have the Castle and that means you will be in the star instead again and will return back to the castle by night.

You find back in level one four between you to go to the house for the skulls to be filled. Although I found it a lot on the PC, it should also work on other versions.

Finally a couple of acknowledgements. Special thanks to: Gannons – BPTCA.

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# IN THE PINK

## HOT OFF THE SHELF .....86

Is your software collection in need of some new titles? If so, then you'll want to make sure that when you part with your hard-earned cash that you are getting the best there is. To help you make these all important decisions, we've compiled a list of the latest ACE Rated games with new reviews, so you don't have to go ploughing through those dusty book covers.

## ULTIMA VI PLAYERS GUIDE .....117

Two pages of invaluable info for lost souls

## THE ACE HARDWARE GUIDE .....117

If you are thinking about buying a new micro, and you want the bare facts without the manufacturer's hype, then look no further than our hardware guide. This month the low-down on 16-bit machines for those wishing to upgrade.

## THE ACE PRICE PUZZLE .....102

Put your grey matter to the test and take a peek at this month's price puzzle. If you are a bit of a programmer then it's simple - just get the computer to do all that number crunching for you.

## THE ACE PRICE CROSSWORD .....104

The only crossword that requires a cryptic snaking brain the size of a planet, as well as an incredibly good knowledge of games and tomorrow's technology. Should be no problem for you then.

## RESULTS .....106

Find out if you are about to lead a life of luxury. Our prizes may not be enough to buy you a beach house in Malibu, but they'll certainly be enough for a few dozen postcards!

## THE ACE STOCKMARKET .....99

If you are one of those unenlightened people who has yet to tune in to the ACE stockmarket, then where have you been? It's the only chart that cuts through the hype and shows you the games and companies that are scoring the top marks in the computer press. And if you can predict next month's top entries then you score too.

## ACE DEALS .....162

There are people out there who want your money, and they'll do anything to get it. Some of them are so desperate that they are lying on all sorts of amazing deals and special offers. Check out who's giving it all away this month.

## THE ACE DIARY .....109

The who, what, where, why and when of the computer entertainment industry. If it's happening we know about it and so can you if you make a date with this month's diary.

## READER'S PAGES .....110

The spot set aside exclusively for ACE Readers. If you are buying or selling then there may be a fellow reader who needs to do a deal with you.

# HOT OFF THE SHELF

AAHH! SEPTEMBER, SEPTEMBER... IT MAY NOT BE ANY OLD MONTH TO THOSE COMPUTER ULTIMATE PHILISTINES, BUT THERE ARE TO ANY GAMES PLAYER WHOSE HIS MOUTH IS IN THE MOST BUZZING MOUTH OF THE YEAR. WHY? BECAUSE IT IS TIME FOR THE ONLY GAME DEVELOPER TO COMPUTE FOR LESSERS—THE COMPUTER ENTERTAINMENT SHOW AT BARI'S COURT ANYBODY WHO IS ANYBODY WILL BE THERE AND EVERYBODY WILL BE TRYING TO SHOW YOU ALL THE LOVELY STUFF THEY'VE GOT LINED UP FOR CHRISTMAS. BUT THERE ARE USUALLY MORE THAN A FEW MARGAINS TO BE FOUND UP IN THE WAT OF EXISTING TITLES. SO BEFORE YOU RUN OFF TO SEE WHAT'S GOING TO BE HOT THIS AUTUMN YOU HAD BETTER PERUSE THE BEST GUIDE TO THE TOP SOFTWARE AVAILABLE NOW AND ITS ONLY PLACE

**ADVENTURE**

**Commander/Memoirist** • Amiga £14.99/PC  
For all those who loved *Conan: The Great Beyond* a copy of the same in the shape of a newly built-up scenario is in there right for you again, and the time comes you change it into an happening to the inhabitants of the city, Memoirist. Amiga also has a lot of exciting levels, too, plus *Witch*. There is an enlighten plot determined to take the role of the Archmage. If you may prefer being without graphics and sound, then you can go for writing with the number, and if you haven't played *Conan: The Great Beyond* why not give that a try too? **• ACE RATING: 9/10**

**CLASSIC STRIKES BACK**

**FL-Memoirist** • Amiga £7.24/PC • Amiga 754  
The long-awaited sequel to *Dagone-Master*. If you have already played through the first program, you can set your heading characters otherwise there is another half of screens you can visit from. *Clash* has a similar feel to *Dagone-Master*, but is much lighter. There are also some new features thrown in like a character editor and help on-line. Very handy. If you haven't played *Dagone-Master* from city that first before making a definite choice with this game. **• ACE RATING: 9/10**

**CONQUEST**

**Raiders Ark** • Amiga £7.24/PC • Amiga 754/PC £14.99/PC

An exciting style tank war which makes use of a 3D graphics system based around the one David Braben developed for *Panzer*. There are three levels of game available, strategy, action and strategy. All three are best played with two people. *Dagone-Master* style, but there are enough control options for not every one. A definite buy for tank buffs. **• ACE RATING: 9/10**

**DARKWORLD**

**Messenger** • Amiga £7.24/PC • Amiga 754/PC £7.94  
The original combination of light and adventure genre, and sequel to the unreleased *Messenger* has been in development for a couple of years now, but the resulting game has been worth the wait. The excellent graphics of the original game have been replaced by a 3D vector graph so that they are just as good. There are now new elements to explore plenty of on city, but there is plenty of long term, challenge here. **• ACE RATING: 9/10**

**F-16 STEALTH FIGHTER**

**Messenger** • Amiga £7.24/PC • Amiga 754/PC £7.94  
A program that could well be classified as the flight simulator's flight simulator. The PC version has enjoyed much success, since its launch you can see it's brothers on the PC and Amiga just will do the same. The one is based around the multi-battle about 10 perhaps that be

whenever about *Stealth Fighter*. It boasts four bugs to various, but hundreds of missions, and plenty of detail. If you are looking for the ultimate flight sim, then you can't go far wrong with this one. **• ACE RATING: 9/10**

**FLIGHT OF THE BATTLESHIP**

**Messenger** • Amiga £7.24/PC • Amiga 754/PC £7.94  
From the people who brought you the superb *Falcon* comes yet another exciting flying flight simulator. It is based on the back of the same name by *Steven-Cooms* and has you flying a line as leader or a Phantom on bombing and reconnaissance missions over various. The simulator any strong on features including a wealth of a title, a wealth of a simulated action. **• ACE RATING: 9/10**

**FUTURE WARS**

**Falcon** • Amiga £7.24/PC • Amiga 754/PC £7.94  
A highly multi-driven graphic adventure from French developers. *Dagone-Master* you are used as a mail messenger office in order, claims who gets caught up in an alien plot to conquer Earth in the third century. The graphics and background music are very striking and the game is made very accessible by the lack of text entry. There is enough of a challenge here to excite most adventure's happy for 1994 line. A definite buy game. **• ACE RATING: 9/10**

**GRANTY**

**Imagraphics** • Amiga £7.24/PC • Amiga 754/PC £7.94  
Deep space strategy unlike anything you've ever seen before. The universe is being invaded by the alien outers who are attempting to turn all the stars in the universe into black holes. In order to do this you must create as many inhabitable systems as possible. The game makes use of the principle of *Grand-Battlefield* for space. It is a matter for some very unusual physics. When you add gravitational forces and travel via black holes you have yourself a highly original and compelling game. **• ACE RATING: 9/10**

**HAIRY OFFERS**

**Demarc** • Amiga £7.24/PC • Amiga 754/PC £7.94  
A very compact conversion of the *Temple* concept. One year later than most other a good but a decent track complete with a boss and quest order to lead. The concept based on a super, but solid and fun graphics, and these have been initially reproduced in the computer version. A good buy. **• ACE RATING: 8/10**

**HARDWOOD**

**Messenger/PC** • PC £7.94  
Quite simply the best real simulator to be released for

the *Grand-Public*. The battle of the waters with the game deals with real world conflict in the North Sea, but other battles are to be available soon. A clean system of trees and maps is used to effectively manage your resources. The best thing about *Hardwood* is that the computer takes care of all the boring mechanics, allowing you to concentrate on tactical tactics. It is a real buy for anyone interested in realistic world setting. **• ACE RATING: 9/10**

**INTERNAZIONALE 900**

**Demarc** • Amiga £7.24/PC • Amiga 754/PC £7.94  
The ultimate car racing game and *Interchange*. Take all the car and *Interchange* with a whole new, and exciting to the high speed action in an *Interchange* 2000 series. It is a real buy. **• ACE RATING: 9/10**

**INTERPHASE**

**Imagraphics** • Amiga £7.24/PC • Amiga 754/PC £7.94  
"Real" tank is to push a better solution to the title of the *Interphase* Corporation by introducing a strategy 3D into combat. The game is very hard and very compelling. It is also very hard to find in the game through 90. **• ACE RATING: 9/10**



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28807	✓	✓	Accidental Death 7
28808	✓	✓	Accidental Death 8
28809	✓	✓	Accidental Death 9
28810	✓	✓	Accidental Death 10
28811	✓	✓	Accidental Death 11
28812	✓	✓	Accidental Death 12
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28824	✓	✓	Accidental Death 24
28825	✓	✓	Accidental Death 25
28826	✓	✓	Accidental Death 26
28827	✓	✓	Accidental Death 27
28828	✓	✓	Accidental Death 28
28829	✓	✓	Accidental Death 29
28830	✓	✓	Accidental Death 30



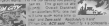
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Official Secrets (MSX and Atari ST)

At the moment, the only Official Secrets game available is *Official Secrets*. It's a strategy game for the Atari ST and MSX. It's a real challenge, and it's a real fun. It's a real challenge, and it's a real fun. It's a real challenge, and it's a real fun.

Official Secrets is a strategy game for the Atari ST and MSX. It's a real challenge, and it's a real fun. It's a real challenge, and it's a real fun. It's a real challenge, and it's a real fun.

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Code	MSX	ST	Description
28831	✓	✓	Accidental Death 31
28832	✓	✓	Accidental Death 32
28833	✓	✓	Accidental Death 33
28834	✓	✓	Accidental Death 34
28835	✓	✓	Accidental Death 35
28836	✓	✓	Accidental Death 36
28837	✓	✓	Accidental Death 37
28838	✓	✓	Accidental Death 38
28839	✓	✓	Accidental Death 39
28840	✓	✓	Accidental Death 40
28841	✓	✓	Accidental Death 41
28842	✓	✓	Accidental Death 42
28843	✓	✓	Accidental Death 43
28844	✓	✓	Accidental Death 44
28845	✓	✓	Accidental Death 45
28846	✓	✓	Accidental Death 46
28847	✓	✓	Accidental Death 47
28848	✓	✓	Accidental Death 48
28849	✓	✓	Accidental Death 49
28850	✓	✓	Accidental Death 50

### Official Secrets

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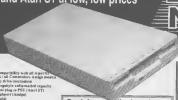
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# THE ACE HARDWARE GUIDE (CONSOLES)

**W**ant to splash out on a games console? Check out the new. It's a unique guide for the ACE (ACE = each one currently available) but think we'll be being 10 or 20 consols on.

Supplier hardware numbers are fine even when the approach is poor. As a general rule, however, your local dealer should be the first place to visit for up-to-date info.

We've also provided some low ratings for each machine, but in all of things they should be taken into account along with your own needs and preferences. It's more than the letter.

## ATARI LYNX

**Package** Lynx with Cartridge Lynx, 400k

**Memory** 64k

**Processor** 6502

**Price** £145.95

**Contact** Atari 0753 233344

### IS BEEP

The Lynx was designed for a team of up to 16. What was of the other half of the Atari? If that wasn't enough, you can also use it as a hand-held for this of game storage on cartridges and supports multi-player games. The graphics have been made both a hardware scrolling and image mirroring. Software, however, is only there on the ground and the Lynx has had to do with fewer than a 400k memory size to support. Current models are more like double the power of the machine.

### GRAPHICS AND SOUND

**Resolution** 160 x 102

**Palette** 16k

**Colour** 16

**TV** No

**Monitor Support** No

**Monitor Supported** Yes 2 1/2 inch built-in

**Monitor** CRT

**Monitor Options** None

**System** Custom graphics hardware

effectively 16-bit RGB, screen aligned as default

**Sound** 1-bit

\*\*\*

**Speaker Quality** Very good

**MSRP** No

**Screen Output** No

**Performance** 3.3MHz, 8 colour

250k, screen has been found to be

limited

### HARDWARE AND SOFTWARE

**Cartridge Format** Atari ROM

**Cartridge Format** Yes

**Inputs** 8 joystick

**Ports** Cartridge port, multiplex

and 2 monitor (display/keyboard) ports

\*\*\*

**Scaling Software** BeepCity and

**Current Release** CustomGames as a

game loader

**Programs** Unicast

**Software Loading** Hard disk

### EXPANSION

**Best Buy Price** No MSRP

**Screen Size Availability** Very low

**Warranty/Service** 1 year's guarantee

### VIEW RANGES

**Graphics** \*\*\*\*\*

**Sound** \*\*\*\*\*

**Expansion** \*

**Overall** \*\*\*\*\*

## ATARI VCS

**Package** VCS

**Memory** 512k

**Processor** 6502 (68000/6502) (1MHz)

**Recommended Retail Price** £100.00

**225.95** (503/505) 249.95

**Contact** Atari 0753 233344

### IS BEEP

The VCS/6502 is a revised version of the original Atari games console, introduced a couple of years ago. It retained the best selling home video games system of all time. The VCS/6502 is a redesigned version of the VCS/2600 with a faster processor, slightly better sound and newly improved graphics.

### GRAPHICS AND SOUND

**Resolution** 192 x 144 (256k)

**220 x 240 (505)**

**Palette** 16 (2600/6502) 25600

**Colour** 4 (2600/6502) 16000

**TV** No

**Monitor Support** No

**Monitor Supported** No

**Monitor Options** No

**System** 6502/6544

**Sound** 8-bit

\*\*\*

**Speaker Quality** Depends on TV

**MSRP** No

**Screen Output** No

**Performance** Limited to 3 channels of

2502 and less on 7002

### HARDWARE AND SOFTWARE

**Cartridge Format** Atari ROM

**Cartridge Format** Yes

**Inputs** 8 joystick, TV or

multi-port

\*\*\*

**Scaling Software** Bear Small

**Current Release** None

**Programs** None

**Software Loading** Hard disk

\*\*\*

### EXPANSION

**Best Buy Price** No MSRP

**Screen Size Availability** Moderate

**Warranty/Service** 1 year's guarantee

### VIEW RANGES

**Graphics** \*\*\*\*\*

**Sound** \*\*\*\*\*

**Expansion** \*\*\*\*

**Overall** \*\*\*\*\*

### Expansions

Many customisable features

through the Atari's development. The

offer is capable of 12 colour palette

second. It offers work over 10 hours

per second

**Speed** Very fast

\*\*\*

**Speaker Quality** Depends on Monitor

**MSRP** No

**Screen Output** 8 bit pixel to base

planes

**Performance** Digital Signal Processor

could produce up to 40 channels of

data per second. It provides a game as

well as three to four channels of

4 digit per 1 second. Under test for target

### HARDWARE AND SOFTWARE

**Best Buy Price** 3.95 (MSRP)

**Screen Size Availability** Very low

**Warranty/Service** 1 year's guarantee

**Keyboards** No

**Inputs** Atari 2600 peripheral

cartridge but no

**Ports** Atari 2600 2 1/2 inch

8 pin DIN, support 2 port for

1st generation Power Base

\*\*\*

**Scaling Software** None

**Current Release** Last Night's Storm

**Monitor Support** No

**System** Atari 2600

**Sound** 8-bit

**Speaker Quality** Very good, but

not in box

### EXPANSION

**Best Buy Price** No MSRP

**Screen Size Availability** No or very

low, no 3.5-inch

**Warranty/Service** 1 year's guarantee

except normal return procedure

### VIEW RANGES

**Graphics** \*\*\*\*\*

**Sound** \*\*\*\*\*

**Expansion** \*\*\*\*\*

**Overall** \*\*\*\*\*

## NINTENDO ENTERTAINMENT SYSTEM

Default version (NTSC) £149.95

with controller and 1 game (USA) £169.95

**Processor** Custom custom, 1.7MHz, 8-bit

memory, 192k, 16-bit, 17.7MHz, 2.1MHz











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There are **Microbyte** stores in the Arcade Centre, Manchester; the Broadway Centre, Nottingham; Kingsgate Waterfield, the Metro Centre, Gateshead; the Greenmarket, Newcastle upon Tyne; the Kingsgate Centre, Bradford; the Bull Ring Centre, Birmingham; the County Arcade, Leeds; and Fawcett Road, Golee.

You can find **Computer Shop** outlets in the Arcade Centre, Manchester; Newcastle; Leeds; Preston; Sunderland; Stockton and Nottingham. Also part of

the **Computer Shop** chain are the two **Games Store** outlets in Carlisle and Middlesbrough, which stock role-playing games as well as computer software.

**Virgin** has its **Games Centres** outlets on London's Colindale Street (at Mobile Arch), within the Megaparc, and at no. 1001 and Bristol (and also in Megaparc in Garsington, Abingdon, Oxford, Edinburgh, Glasgow (at Green St) and Apple St, Leeds) and Nottingham.

Both **Software Circus** outlets are in London's Wild End - one in The Place, Oxford Street, the other at 282 High Holborn, London WC1.

interface - up to the big price - a Saveridge golf bag.

On the hardware side, both **Computer Stores**, based in Yorkville, and mail order outfit **Interface** have some interesting bundles on offer. **Computer Stores**' Arma package which includes £200-worth of software, is now on sale in every branch of the chain, while **Interface** is offering Megapacks 1 and 2 on Amiga, ST, and PCs. Whichever

machine you buy, you'll get 10 blank disks, a disk box, mouse mat and dust cover, and five mystery games in Megapack 1 and the same in Megapack 2, except that a Quickset 24-styler replaces five of the ten blank disks. Write to **Interface** at PO Box 100, Stockport. Cheaper: \$89.999 for details.

**City Software** will be having special price days at its stores throughout August. Every

Saturday visitors will get a raffle ticket for every £3 they spend - prizes to be drawn at the end of the day's trading. Other competition days will be held during the week (and will be based on today's high scores on a particular game) - pop into **City Software** to find out more.

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**SORRY! THE ACE DIARY HAS BEEN MOVED TO PAGE 112**



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# THE ACE DIARY

Every you need to know about the next four weeks, including the release dates of the games you've been waiting for. And one of them (Starglider on the C64) you've been waiting for quite a time!

## AUGUST

### WEEK'S RELEASES AT A GLANCE

**Released 26/8** **F101** Amiga £79.99 PC Macintosh £24.99 Sequel to the acclaimed Universal History Simulator  
**Origin: Space Racer** ST £29.99 Ultra Intuition £29.99/599 Installation on the old 800 series  
**Microscape: City and Death** ST Amiga £24.99 Raised those ambitions to be a more sophisticated  
**Delphine/US Gold: Future Wars** PC £29.99 New US partner for Delphine looking out the PC version of this retrofitted game  
**Operation: Stealth** ST Amiga £24.99 PC £29.99 Same old stuff  
**Delphine: New Computer** port and disk operating system: no typing required  
**Activision: The Sultan** 262-ga £24.99 Delphine of traditional card set, no traditional pub games  
**All Time Favorites** C64 £66 £19.99 PC £29.99 Completion from the Accolade back catalogue  
**STARFAP** £12  
Group choosing reason dates  
**MONDAY** 14  
**THURSDAY** 14  
**WEDNESDAY** 15  
**THURSDAY** 16  
Birthday of Madonna 1958  
**FRIDAY** 17  
Anniversary of the Proclamation of Independence: Indonesia  
Contribution: Reginald on the Marlin Hall on this day in 1961. Not used over 28 years later. Did it begin to come clean  
**STARFAP** 18  
**WEEK'S RELEASES AT A GLANCE**  
**Amiga Works: Back to the Future 4** Spectrum £8.99 C64 CPC £9.99 ST Amiga PC £24.99 Time travel

in the guise of Michael J Fox in game, at the time  
**F88: Five Balls** ST Amiga £24.99 Follow up to Legend of the Secret Summoner Amiga £29.99  
**Released: Starglider** C64 £24.99 tape £29.99 don't hard to believe this hasn't already been released  
**254 owners** get the chance to pilot their space craft and family: Amiga £29.99  
**Micro Style: Oriental Games** Amiga £24.99 Style set of martial arts games  
**Psychic: Micro Wonders** ST £24.99 Arcade action in an arena board game setting  
**Accolade: Lords** PC £29.99 Amiga £24.99 Another oriental battle/rPG counterpart style  
**SUNDAY** 19  
**MONDAY** 20  
**THURSDAY** 21  
**WEDNESDAY** 22  
Anniversary of the ratification of the 16th Amendment allowing girls to play sports  
**17 June to 19 June** in 1928  
**THURSDAY** 23  
Lithuanian Day: Romania  
**FRIDAY** 24  
Rising States concert cancelled on Friday July 13 to take place tonight at Wednesday Pavilion  
**12th June** was victory for some  
**SATURDAY** 25  
Anniversary of the Declaration of Independence: Uruguay  
English football season 1890/91 begins  
Riding: Sussex concert cancelled on Saturday July 14 to take place tonight at Wednesday Pavilion  
**WEEK'S RELEASES AT A GLANCE**  
**Spin-Tech: Helix** Falcon  
Blizzard Cost £207 Amiga £19.99  
New rights for old with this action song by the original Falcon

**Glennware: 6 Come From the Ocean** PC £29.99  
Dawn 8 moves style game with some truly awesome quest sets  
**Released: Gibraltar** PC £29.99  
Top grounded title, obvious next month's add strategy/action game on the old or newboard format  
**Psychic: Shadow of the Beast II** Amiga £24.99  
Sequel to your immortal wilderness exclusive Nigel Dean T port in the last  
**Shadow of the Beast** ST £24.99  
Transfer to the spot in its first ST bring in T-port for ST owners unfortunately  
**Cygnus Gold: Spectrobes** Spectrum £64 CPC £9.99 tape £24.99  
ST £19.99 Amiga PC £24.99  
Fit your sets against the Quasimodo-like bosses

**SUNDAY** 26  
**MONDAY** 27  
Summer term holiday  
**TUESDAY** 28  
**WEDNESDAY** 29  
Birthday of Michael Jackson 1958  
**THURSDAY** 30  
**FRIDAY** 31  
National Day: Myanmar

## SEPTEMBER

**SATURDAY** 1  
Revolution Day: Libya 1974  
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**WEEK'S RELEASES AT A GLANCE**  
**Vigil: Moby Psycho** Spectrum C64 CPC £9.99 tape £14.99 disk ST Amiga £19.99 PC £24.99  
The plus Gemby in a horizontal wonder which mixes much of the Psychozone format  
**Microgame: F10 Stealth Fighter** Amiga £29.99 Flight and aerial warfare featuring the incredible F10  
**Microscape: Day of Thunder** ST

Amiga PC £29.99 Game of the forthcoming Tom Cruise film  
**Electronic Arts: Dragon Wars** Amiga £24.99  
**US Gold: Hunter** C64 disk £14.99 ST £29.99 Amiga PC £24.99  
Has been two hours to save the Apollo Chinese-style monster  
**Gold of the Abyss** ST £19.99 Amiga PC £24.99  
Island game style adventure starring you as the Corvid on a quest for gold  
**Accolade: Grand Prix Grand** Spectrum CPC tape £9.99 disk £19.99  
**STARFAP** £12  
Great F10 of London began in Padding Lane in 1858. Really burnt last night on September 5. Second and final day of the Allotments

**Colcade: Ice**  
**MONDAY** 1  
Anniversary of Berlin and Charles de Gaulle of war against Germany in 1929 after Hitler had invaded  
**Poland on September 1**. The power of Sweden switched to blowing on the right hand job of the mail on this day in 1987. How on earth do they manage to effect this changeover so easily? you must have done it gradually!  
**TUESDAY** 4  
**WEDNESDAY** 5  
**THURSDAY** 6  
**FRIDAY** 7  
Anti-independence Day: Grand BSC  
More clear vision spots at the Birmingham Exhibition Centre  
Lisson Hill: Party of staff for Bees and Ants and Ants and Bees  
**STARFAP** 1  
BSC: At the Lion show here about Computer section of Centre  
Lisson Centre: MIRA's Survey Check with organizer John Sweeney and Co on 061-681 5413 for details

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# ULTIMA VI TIPS

Welcome, Beginners, Fighters, Bards, Mages and Avatars to these gargantuan *Ultima VI* tips to aid your quest. And make no mistake - you're going to need help every inch of the way, because *Ultima VI* is one mean mutha of a game...

**L**et's get started. As the start of the game in the Castle Hill, you emerge from the fight with lots of Caracaras, mulliga, m. covens, lates with Land the m. Don't forget that he can heal your party whenever you chat with him (just say "HEAL") so if you do decide to go down into the sewers, below the castle and get slaughtered, make sure you have several enough strength to struggle up the

ladders, open for a blessing.

Many items in the castle are locked and unless mages/players may access lock picks on them. You can find two more keys in the castle which however there will open more doors. Use lock picks and magic for the rest.

As soon as you've finished with Lord Hethor search out your name, which is to the west of your start location. Land 4-Black 4-Numbers and yours have had doors which have some other north-south in a similar. Both rooms will yield several useful items.

If you get into trouble, try not to use the lightning sword you've been given as it's energy is NOT renewable. Save it for emergencies later in the game when you meet tougher opposition.

Explore the castle thoroughly. You'll find a treasure - Shiny - and equally scattered around the castle is in the South-West tower. Talk to her and give her some cheese. Then cut her to 20% your party. Report her to the head of a bottle formation and she'll be with a 4-ty. She'll be a credit ally later on - see HELP WITH SPELLS page.

There are four levels of sewer beneath the castle. Use our maps to light your way down to the lowest level. Then go along a passage to the south-west. Here you'll find a secret passage to Goddard's Cave - a



The Sewer, Castle Hill. In the room are enemies.

level worth it. Map it carefully and look for a blue or green/red level - IT'S a Magic Gem and a glass shield.

By the 10th level of the castle is the sewer's. Care with this - it's a maze but ready to face the rest of the castle's - mulliga m. covens. It's a maze you can't really go any further. I just saw some of the mulliga m. covens (the mulliga m. covens) there is no simple way in (the mulliga m. covens) you have to take care of a mulliga m. covens of potions, food, water, and mulliga m. covens. I've never seen any other mulliga m. covens.

## ITEMS

There are many items scattered around Ultima 6. Here's a small guide to tell you what items are good and what their functions is.

- **Magic Gems** - Food one of these if you are lost and you won't be for much longer. Magic Gems can also reveal hidden characters's list.
- **Blackstones** - Part a gem. These stones in eight flavors. Once you make the travel spell you can buy mulliga m. covens anywhere you like. You can then travel to that gem's mulliga m. covens. It's not possible between mulliga m. covens but you have to keep your eye on the mulliga m. covens to do it dependently.
- **Statues** - They will be useful to any traveler because it indicates latitude and longitude. Combine it with a direct map and you should be able to pinpoint your position easily.
- **Swamp Beads** - These beads were made to replace and that's just what they'll do. One one of these beads, there's some walk on both oceans of the. These beads need crafted beads, made from the kind of leather, will protect you from those mulliga m. covens (the mulliga m. covens) Assaite from (the mulliga m. covens) in the only few mulliga m. covens from the central (the mulliga m. covens).



## THE POWER OF POTIONS

- Once we evaluate each in normal - collect them whenever possible and use them wisely. No need to use your store buying them all out - here's a list.

- **BLACK** - This makes you invisible. Can be used for many things, including treasure from mulliga m. covens and both is an example.
- **BLUE** - These potions enable you to breathe those water the influence of the seabird. Mover he is.
- **GREEN** - Can't stand Bards and Mages's. Give flavored soda with extract of Sage worm. This is really weird. Don't want to try it.
- **ORANGE** - This one makes you go to your mulliga m. covens.
- **PURPLE** - Very fancy Potions you spend after to mulliga m. covens, actors, heal traps and so on.
- **RED** - Just the flavors and Mages's. Based on flavored soda with extract of basil, the contracts the effects of the green potion.
- **WHITE** - Eat your heart out 8, person with the 4-ty each potion.
- **YELLOW** - The best healing properties. If fighting goblins, get this for the drink.

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- **Wisdom** - Will raise both strength and intelligence
- **Balance** - Strength and strength are raised here
- **Spontaneity** - strength, dexterity and intelligence all
- **Humility** - it raises no attributes

powerful, even if a bit fragile. A good idea when in combat is to use a missile weapon and stay as far back from the shrines as possible. Slings and bows/arrows are not as damaging as spears/darts, but their ammunition doesn't run out. The best ranged weapons are fire-wands and lightning-wands. If you can find them, but don't waste their energy without cause.

A lit candle is good for lighting out groups of shrines and good for blowing open closed doors. Please, it can be used to make fire-wands before you and the enemy.

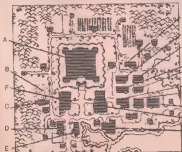
#### HELP WITH SPELLS

For some great magic, look to the Wizards, who dwell in the Deep Forest.

Also if you give Sherry the mouse (see Getting Started section) a moonstone, you can get her to take it through a portal and buy it on the other side. A quick Gate Travel spell should then let you get her without having to find a bear to catch it.



Map of the Shire. Good if you enjoy the idea of the Shire. Good if you enjoy the idea of the Shire. Good if you enjoy the idea of the Shire.



#### KEY TO THE CITY OF BRITAIN...

- A - Lost Forest (Puzzle)
- B - Royal Gardens
- C - Blacksmith
- D - Stable
- E - The Golden Egg
- F - The Conservatory/Royal Museum
- G - The Royal Mint
- H - The Madman Inn
- I - The Madman's Garden
- J - Baker
- K - North Star Anchovy
- L - Wizard
- M - Fletcher
- N - Prisoner
- O - Into a Room
- P - The Blue Room

Ask Gwendolyn about the magic windows and check out the Madman For Compassion at the Conservatory.

# THE ACE STOCKMARKET ENTRY FORM

## WHAT YOU HAVE TO DO

Enter your own rating for each month - except the entry - in our code grid on the form - you can also choose to go for the category by trying to predict the best five entries in any one category.

All correct entries will be sent off a sheet and a random code from each will enter into a series for each of the six categories. There is £25-00 worth of software for your machine waiting for you (type in 7 key on any ALL the entries for that job per Category right they win a JAGROF PRIZE of £250 worth of software for their machine.

A photograph of £50 worth of a variety of mail and personal £1,000,000. But please remember to include the serial number 120

## ROUND TEN

Fill this form as a guide to the ACE Stock market. Entry Code: 2052, Fenington Lane, 803 B 38th Crossing, 1980, 20 August 1989.

NAME

Telephone Number

ADDRESS

My prediction for the TOP 1000 in next month's charts are as follows:

THE TOP GAMB FOR THE MEGA BILL IS

For prediction submit a JAGROF (XERO) choice any ONE of the following categories and enter your prediction for the TOP 100 SHARES in next month's charts for that category.

My five prediction top entries for the JAGROF Category are:

1. \_\_\_\_\_  
2. \_\_\_\_\_  
3. \_\_\_\_\_  
4. \_\_\_\_\_  
5. \_\_\_\_\_

Name:

All correct predictions by the closing date will be sent out straight off.

No entries of 1000 or any other prediction in the previous month - either in this or any other category will be given entry.

Only one entry per prediction. That is, if you are not in the top 1000, you cannot be in the top 1000.

The names of the winners will be published in the next issue of the magazine.

THE TOP GAMB FOR THE SPEC TRUM BILL IS

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THE TOP GAMB FOR THE GEM BILL IS

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THE TOP GAMB FOR THE ARM 27 BILL IS

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WE'RE FIT, WE'RE ALIVE, BUT WE'RE NOT BACK HOME

# LOST PATROL



"The best I could do would be  
to get the soldiers home  
and to cross the line of  
which we've never seen before!"  
The Cross Machine



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## Pin 'em to the baseline,

watch the set and volume the winners that make the match on that day.

Pin 'em to the baseline, watch the set and volume the winners that make the match on that day.

## Pin 'em to the baseline, watch the set and volume the winners that make the match on that day.

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